1ST LOOK AT NINTENDO ULTRA 64 — NEW RELEASE DATE SET



ISSUE 73

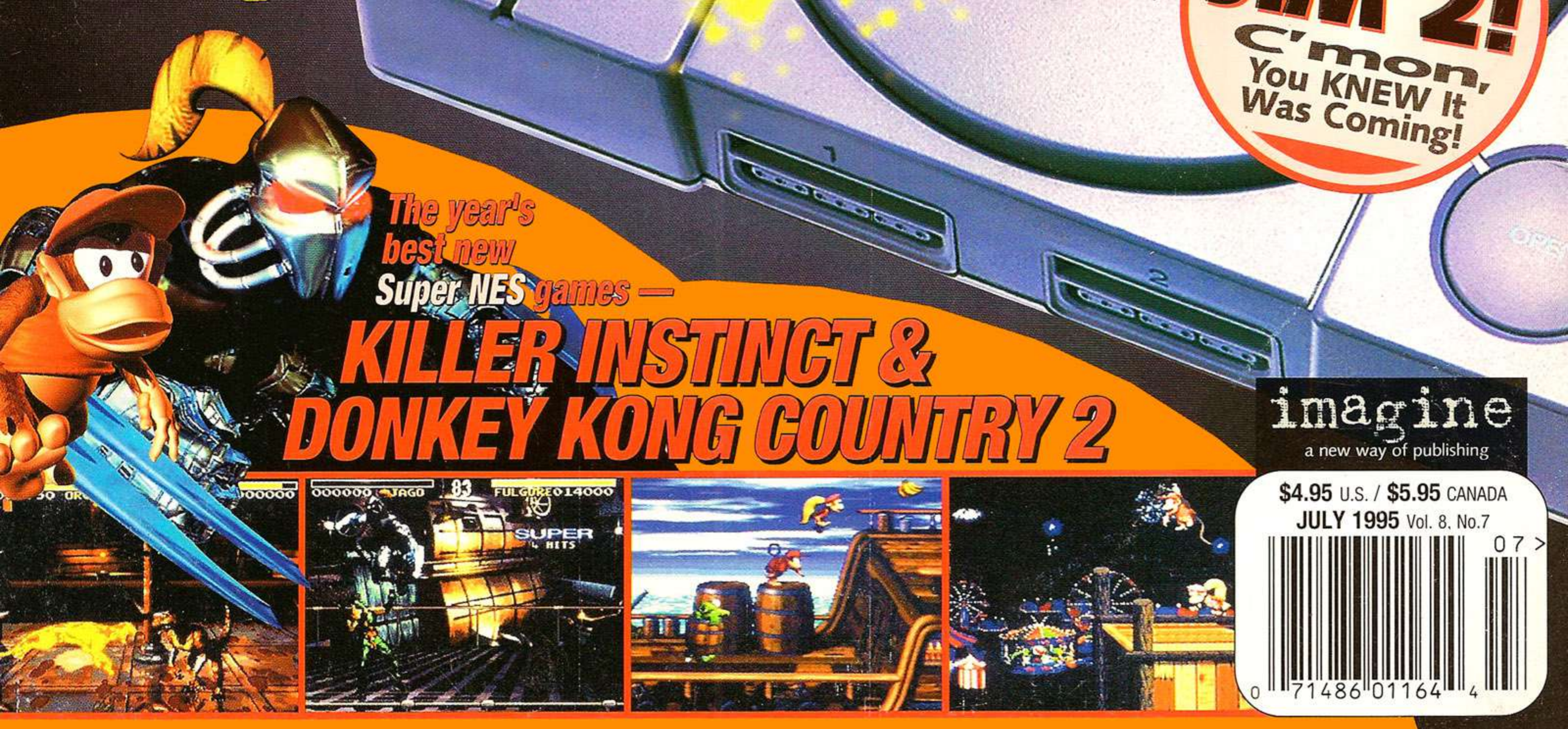
GAME PLAYERS

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AT LAST! The Lowdown on Sony's PLAYSTATION

All The U.S. Release Info!
All The Hottest Games!



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C'mon, You KNEW It Was Coming!

The year's best new Super NES games —

KILLER INSTINCT & DONKEY KONG COUNTRY 2

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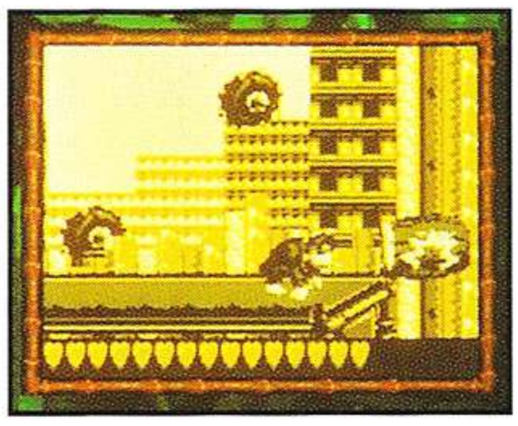
KIDS TO ADULTS
AGES 6+
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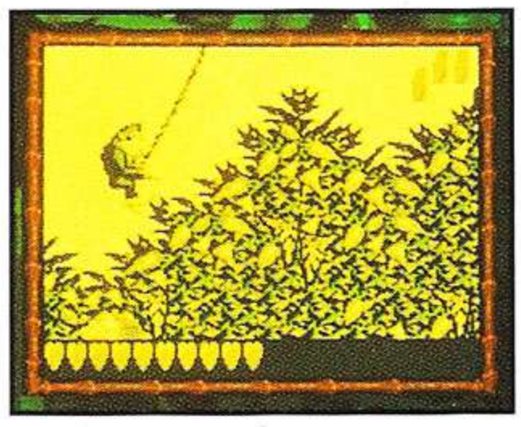
New Donkey Kong Land has and the best graphics ever seen on Game Boy.

First there was Donkey Kong Country®, it was like nothing anyone had seen before. Now all that excitement has been crammed into an awesome new game. **Donkey Kong Land™ is here,** and it's only available for Game Boy® and Super Game Boy®. You'll recognize the **hairy** heroes for sure, but everything else is entirely new.

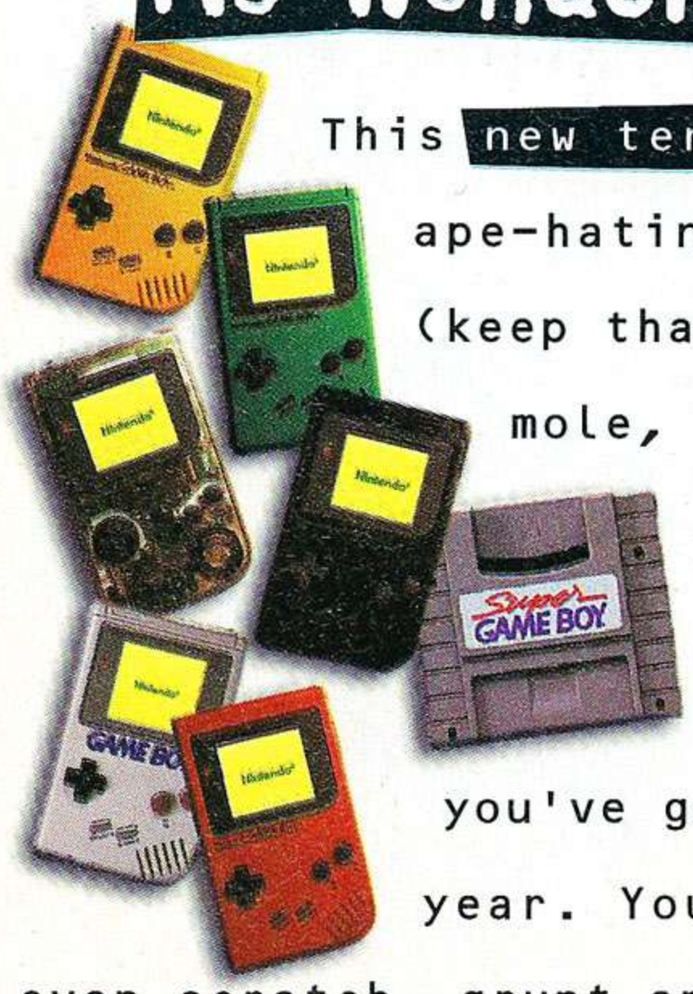


There are four wild **new worlds,** each with its own sinister boss. There are savage **new levels** that take Donkey and Diddy from pirate ships to mean city streets.

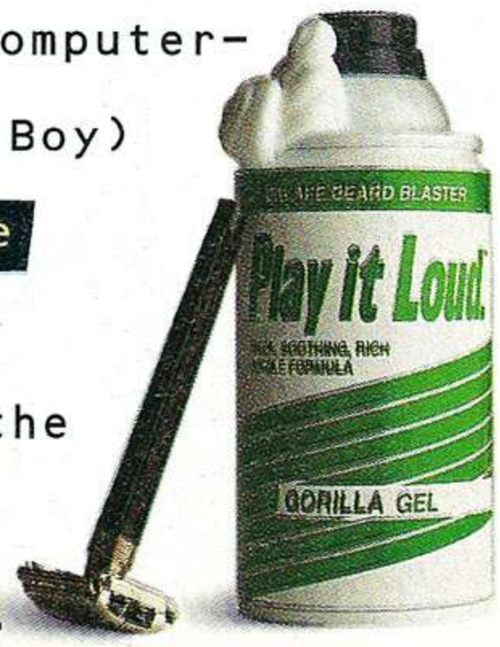




30 new levels, all new bad guys
No wonder it has such huge fans.



This **new terrain** is populated by the most bizarre crew of ape-hating slimebags ever. There are flocks of **flying pigs** (keep that umbrella up), psycho squids and a helmet-hurling mole, to name a few. Add to all this fully computer-rendered graphics, (a first on Game Boy) and a funky **banana-yellow cartridge** (it was in Kong´s contract), and you've got the biggest, hairiest adventure of the year. You're gonna love it so much you might even scratch, grunt and throw food a little more than usual.



1+2=32X™

Push your Sega™



Acclaim's® NFL™
Quarterback Club™



Sega's Knuckles Chaotix™

Genesis™ to the X-treme!

You've already got the coolest



16-bit videogaming system ever, right?

Sega's Metal Head™

Now take the next step up to the universe of 32X™, the only 32-bit upgrade for the Sega™ Genesis™ system.



Id's Doom™ by Sega

It's real arcade quality gaming without having to re-build your system from scratch. Faster action. Eye-hammering graphics. And an endless stream of the hottest new games as only Sega™ can bring them to you.

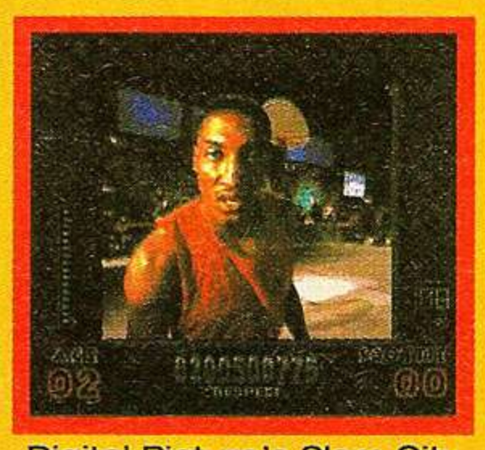


"What are you waiting for?
Make the connection!"



Mortal Kombat®II by Acclaim®

And if 32X™ can do this for your Sega™ Genesis™, imagine what it could mean for your Sega CD™!



Digital Picture's Slam City
Starring Scottie Pippin™



Sound X-citing? Then get out there and add it up for yourself!

Other Titles Coming Soon:

SEGA: VIRTUA FIGHTER™, X-Men™, Ratchet & Bolt™, Kolibri™, 32X-Treme™, Zaxxon's Motherbase 2000™, World Series Baseball™ and Prime Time NFL Football™ INTERPLAY: Casper™ and Star Trek®-Starfleet Academy™ TIME WARNER INTERACTIVE: RBI™ Baseball '95 and Primal Rage™ VIRGIN INTERACTIVE: The Adventures of Hollywood SPOT© ACCLAIM: NBA® Jam™-T. E. ELECTRONIC ARTS: Toughman Contest® and FIFA '96 US GOLD: Thunderhawk 2 ...AND MANY MORE!



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Welcome to GAME PLAYERS



So, you've seen through our clever disguise and discovered that this is actually an issue of *GAME PLAYERS!* Well, since you went ahead and picked our mag up, you might as well sit back and enjoy it. We won't tell anyone — promise! And besides, it's not like you really have a choice in the matter — with the first official US news on the Sony PlayStation, monster titles like *Killer Instinct* and *Donkey Kong Country 2*, plus the first info on the newest games announced at the recent E³ trade show, how could anyone possibly resist?

With that in mind, who wants ice cream? Bill whipped up a whole mess of the stuff in his basement and has nothing to do with it. We're a little concerned with his 'Rusty Mushroom' flavor, but his 'Mesquite Rat' is quite exquisite! Åh Herregud — onda ormen!!!

Chris

COLOR KEY

Use this color key to identify systems throughout the magazine. Whenever you see RED in a rating box or info box, for example, you know you're looking at a SNES game; DARK BLUE always signifies Genesis.

- GENESIS
- SUPER NES
- SEGA CD
- 32X
- GAME BOY
- GAME GEAR
- JAGUAR
- 3DO





INFOTRAK 14
Gossip will return next month after E³!

InfoTrak 14
We get serious, so you don't have to.

Hit List 19
Can't anybody stop the big ape?

Arcades 84
What else costs a quarter and gives you calluses?

World View 86
As seen from a geosynchronous orbit!

PREVIEWS 22
Future's so bright, you gotta wear shades!

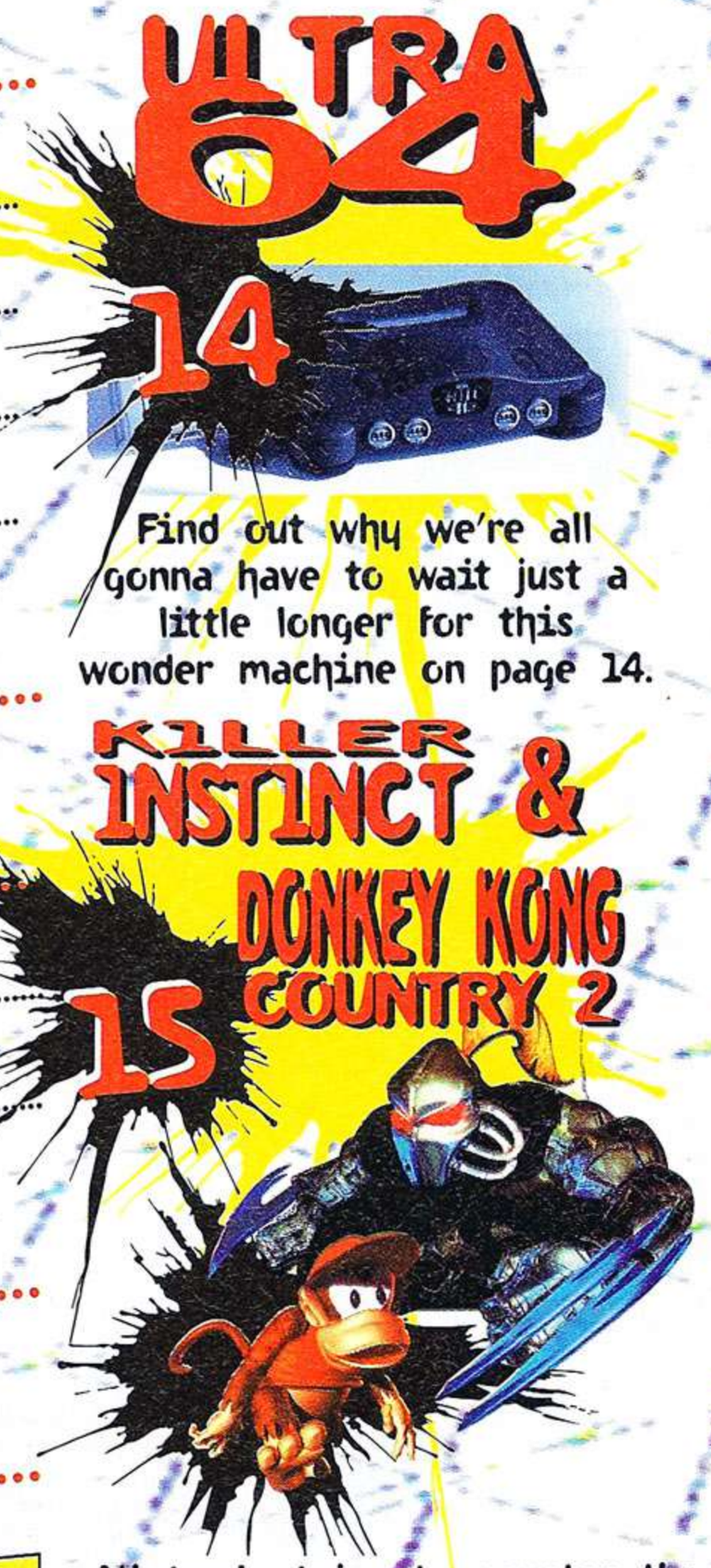
READER'S SAY 8
Heck no! Why, do we look crazy?

Reader's Network 8
The section that questions the sanity of all concerned...

Back Talk 113
There's a big dance contest and Chris wears a lizard!

SUBSCRIBE 82
We need your money for the asylum fees!

BACK ISSUES 109
You know, we were funny back then, too.



Find out why we're all gonna have to wait just a little longer for this wonder machine on page 14.

Nintendo tries to counter the delay of the Ultra 64 with two new 16-bit games. Check 'em out on page 15.

MEET THE TEAM

What was the highlight of your visit to the E³ show in Los Angeles?



Chris
I liked flying first class while the rest of the team had to ride in the baggage compartment!



Jeff
The air in LA has this wonderful caustic quality that rmakes me feel on top of the world! It's much better than coffee!



Doug
What show? Hey, no one told me about any show in LA! No fair! Geez, what a bummer. You guys just aren't fair!



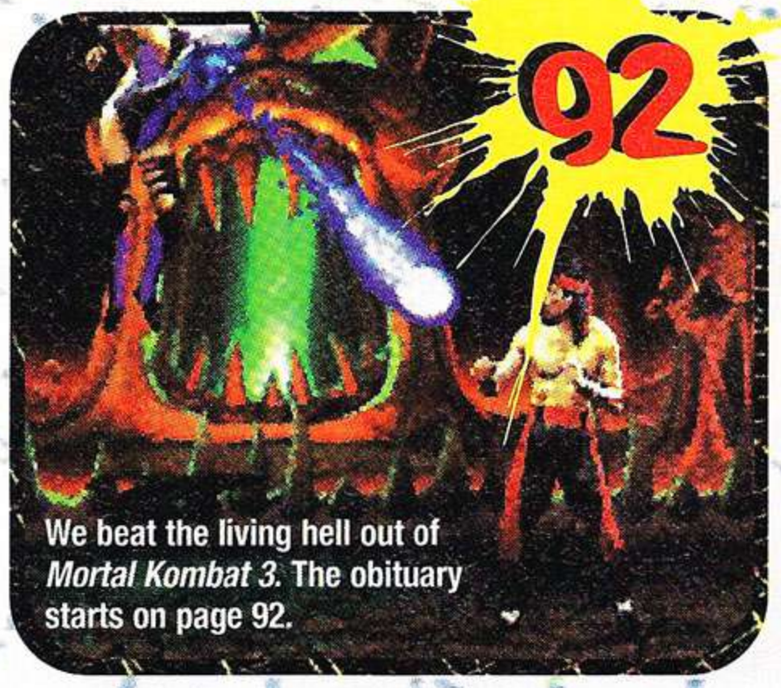
Mike
I thought the ride I got from the LA police was great. They even made sure I didn't hurt my head getting into the police car!



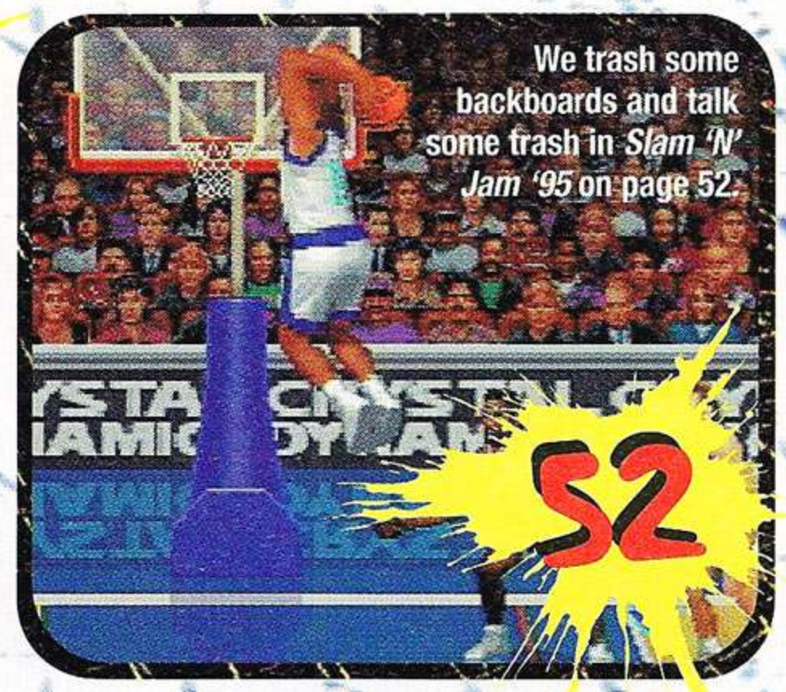
Patrick
When they let me stay in that big refrigerator box on the street I thought, 'Wow! What a swell company to work for!' Begging for food was fun, too!



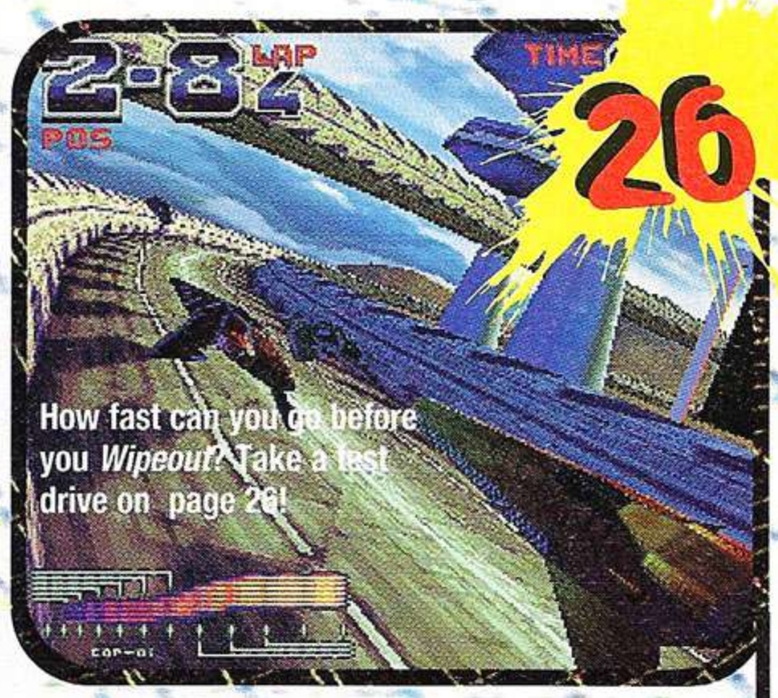
Bill
While everyone was gone, I taped down all the phones and put tacks on everyone's chair!



We beat the living hell out of *Mortal Kombat 3*. The obituary starts on page 92.



We trash some backboards and talk some trash in *Slam 'N' Jam '95* on page 52.



How fast can you go before you *Wipeout*? Take a fast drive on page 26!

Sports Reviews 73

Games guaranteed to get your thumbs in shape!

Kyle Petty's No Fear Racing 75
Quarterback Club — 32X 76
R.B.I. Baseball '95 73
Super R.B.I. Baseball 74
The Sporting News Power Baseball 75

Now Playing 78

Will Zorro strike again? Only the Shadow knows!

More 32-bit next-generation goodness than you can stand. In fact, maybe turning to page 30 isn't such a good idea after all!



Game Reviews 37

If you hate hearing inanimate objects crying for mercy, just skip this section, OK?

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Zaxxon's Motherbase 2000 42
Now Playing 78

Cheat Sheets 89

Don't cheat on your taxes, cheat on your games instead — it's safer!

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Cover Story 30

Sure, we've been talking about the PlayStation for years now, but we've finally got all the US info you've been dying for!



SNAKE

Ssssss! Firssst I took care of Mark... now Chrisss isss my next target... God, I love my job... Ssssss!!!

READERS' NETWORK

Here it is, folks — the part of the magazine that could get us all locked up in the booby hatch! This month the monkeys write back, more women get crushes on video game characters, and we heat up about 10,000 rocks!



ONE OF A KIND?

I would just like to let you ******-****in' @$$-holes know that I enjoy reading your magazine. Most of the time I manage to keep the rats from chewing the pages too badly. The snakes, on the other hand, are sometimes hard to keep away. The S.O.Bs sometimes bite me, too, but I can usually jump away fast enough. Life in a basement is more tolerable when I'm able to read *GAME PLAYERS*, and the monsters don't beat me up too much. The bruises heal after a few months. I've found Chris Slate to be very funny, and when you lie in a loincloth on sharp rocks when it's only 20° out, it really helps your self-esteem. Anyway, I think that any ******-****in' son-of-a-****in'-bitch who criticizes Sega should be tied to four hourses all running different directions, and pulled until the ****er gets ripped apart. I can't believe the nuts who write in to this magazine!

Basement Dweller
San Ramon, CA

BILL: Trust me... It takes one to know one!

CHRIS: Here's a tip for everyday basement life from a guy who once spent an entire summer trapped under a train station: Don't eat the brown rats — they'll give you the screaming runs.

MASQUERADE

When I opened my May '95 issue of *GAME PLAYERS*, I found the coolest thing — a Bill mask (***In sub's letter only***). This and other things are what make your magazine so good. I think you should put more masks in your magazine. If you don't I'll have to hunt every one of you down . In other words, make more please. And keep up the good work.

Jerrod M.
St. Claire Shores, MI

BILL: Just think how lucky I am — I get to look like that all the time!!!
CHRIS: Just think of this page as a Reader's Network mask — now you can look just like a GAME PLAYERS magazine page!

MONKEY SEE, MONKEY DO!

Prepare for the new wave of video games... *Howler Monkey!* Monkey domination! Democracy will fall! HA, HA, HA, HA, HA! Chris, I agree — monkeys have been neglected too damn long. We, the visionaries, must unite!!! Assemble our chimps, our babboons, our great powerful Howler Monkeys!!! Monkeys are so discriminated against in videogames. Girls shouldn't complain, they should weep for the monkey struggle to video game freedom!!! Quickly Chris, call Bill and his army of warrior lizards... they shall help us win the war!!! I will write more about the supreme plan later. You rally the forces, the great plan has been set into action!!!

Scott 'The Blue-Butted Babboon' Wells, Matthews, NC

Uh, uh, hey GP, D. Monkey, here. I wish der wuz, uh, more monkeys in dee games me 'n' dee udder monkeys play. *Donkey Kong Country* rules and all other *DK* games is cool, too. But if no more monkey games are made, uh uh, maybe me 'n' dee oder monkeys will get together one day and take over dee earth, and den take dee throne at GP, den Sega and dee udder game companies to only make games with monkeys.

D. Monkey, Virgina Beach, VA

CHRIS: That's the last straw! I'm going to put an end to this monkey-foolishness once and for all! But I'll need some help...
BILL: Chris, I got your call... I think I can help you out with my army of undead lizard warriors, but we've got a few conditions... First, we're gonna need beer, lots and lots of beer. You guys gotta supply the hot rocks for those between-battle siestas, too... Oh yeah, we need 500 bucks in small, unmarked bills. See ya on the battlefield!



PEEP SHOW

Above all things that I really hate about video game sexism, there's one thing that really ticks me off — why the heck do they have to dress all the girls in practically NOTHING?!? Do they think every fighting female struts around in strips of spandex? It's so sick! I bet one out of ten games including women doesn't have them dressed in bikinis. Well, I've had my say, but one thing's for sure — the people who invent those sick games have one less customer.

Ocelot
San Antonio, TX

CHRIS: Huh? Come again? Maybe you just aren't up on the latest armor technology. Here, let's take a look...

1. *Kevlar mesh, flame-retardant body armor. Can stop even a teflon-coated round at a 30 foot distance.*

2. *Bionically enhanced, impact resistant polypropylene forearm guard. Can withstand 500 ft/lbs of pressure.*

3. *Spring-loaded, jet-assisted polypropylene boots. Enables leaps in excess of 200 feet.*

4. *Narrow-band, solar-powered radio/tourniquet. Transmits on all military wavelengths.*

5. *Microphone/neck guard. For use with radio.*

6. *A really, REALLY big gun.*

WHAT PROBLEM?

You guys REALLY have do to something about your rating system. It is the least-correct system of all mags — almost as bad as ***. According to your system, *Mortal Kombat II 32X* and *Mighty Morphin Power Rangers* for Sega CD are both overall 76s. Question: Do you see a problem?

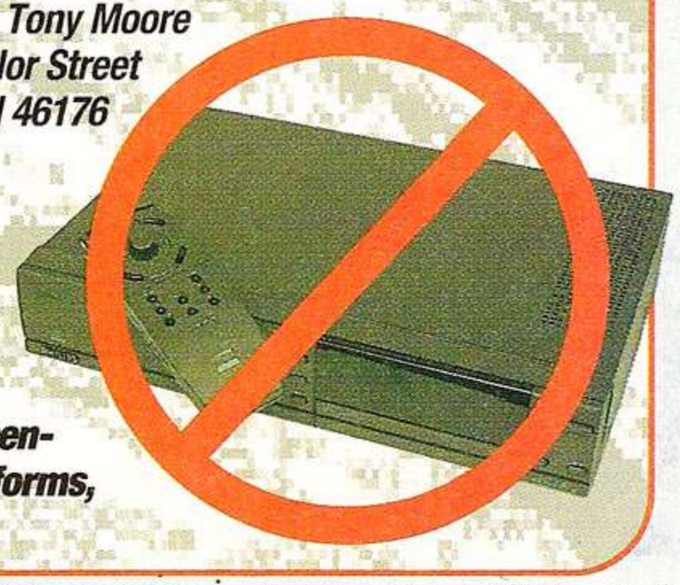
Bryan Wiegele
Fairport, NY

CHRIS: While I agree that I'd rather play MKII over Power Rangers any day of the week, you have to keep in mind that different games are judged by different criteria. MKII doesn't take full advantage of the extra horsepower in the 32X, and therefore wasn't nearly as good a game as it could've been. And you can't directly compare a game like Power Rangers CD with MKII, anyway. They're two totally different kinds of games.

TOO LITTLE, TOO LATE

You went and ****in' pissed me off! You screwed every CDi owner over! I haven't seen one CDi game reviewed yet. You spend more time on systems that ain't even out yet. How about reviewing a system that's already out? In your April issue you said that the CDi has a meager library. CDi has over 150 titles, including such great games as *7th Guest, Zelda's Adventure, Burn: Cycle,* and *Lemmings.* Try reviewing a few of those! P.S. Any other CDi owners out there, write me!

Tony Moore
569 W. Taylor Street
Shelbyville, IN 46176



CHRIS: I'm sorry that we couldn't help you out, but, simply put, GAME PLAYERS never saw CDi as a real contender. The hardware wasn't tough enough, and the good software was non-existent. Notice how I refer to the machine in the past-tense — Phillips has now waved the white flag, and will concentrate on publishing software for other CD-based platforms, such as PC, PlayStation, Saturn, and Sega CD. Sorry.

READER ART



Always the ecological one, Bill Donohue used the art he didn't print to heat rocks for his lizard warriors!

WINNER



No one was happy when they heard that the new mascot was going to be called 'Stinky'.

Tina Sostaric, Windsor, Canada



P. Grider, Athens, OH

The art was good, the Editor realized, but he'd be damned if he wrote another underarm caption!

Luke Keith, Garland, TX

When video game characters go nuts, they usually go schizophrenic.



Wyatt Elliot, Rockford, IL

Burt and Ernie finally snapped — they'd recited the alphabet one too many a time!



John Townley, St. Paul, MN

No one was safe when the Bomberman Liberation Organization started their terror campaign.

SEGA SPEAKS



Over the past few months, 32X has become a major topic of discussion here in Readers' Network. We've heard from you, you've heard from us, now let's hear from Sega:

Dear *GAME PLAYERS* readers,

You may have wondered whether or not you were being heard at Sega. Well, you are! A great way for us to stay in touch with people who play vids is to read the letters written to the gaming magazines. Those of us on the 32X team here at Sega have read many letters from you regarding 32X. We would like to take this time to address some of these issues personally through *GAME PLAYERS.*

We have read both positive and negative concerns about the 32X. Take for instance the May Point/Counterpoint. We appreciate **Kevin Page**'s (**Sayville, NY**) loyalty to our products. His statement is right on! We plan to bring out many great 32X games this year. So for readers who are fans of the 32X — cool! You obviously know where its at! However, for those of you who aren't, read on!

There has been a misconception that the 32X is just an add-on, but in fact the 32X creates a whole new system. A true 32-bit system! The 32X is a one-time investment for increased performance that cannot be achieved on a 16-bit system.

This superior technology allows titles such as *Doom* and *Virtua Fighter* to be created, whereas they can't be duplicated on a 16-bit platform, regardless of the number of chips that are crammed in the cartridge. We offer the 32X as a low-cost alternative to great 32-bit gaming.

For the one-time cost of the 32X, you get a wide variety of choice titles. As with every platform Sega brings out, we will be supporting the 32X with plenty of software. Our second generation titles will be out late this summer and you can expect them to blow you away — titles such as *Virtua Fighter, X-Men, Spider-Man, Ratchet and Bolt*, and *Kolibri*, to name a few. The 32X library will increase to over 50 titles this fall. 50 choice games which will take gamers to the next level with titles ranging from hot Sega Sports, mesmerizing action/adventure titles, incredible fighting games, and many more!

In the meantime, keep those letters coming to *GAME PLAYERS*. Or, leave us a message on the World Wide Web at www.segaoa.com. We do listen to what you have to say.

SEGA!
Team 32X
Sega of America

P.S. 'No name given' should get a life!

So there you have it. I guess we here at the magazine should say something like 'Those views expressed by Sega are not necessarily those of GAME PLAYERS, its editorial staff, or any other such nonsense'... um, yeah. Or something like that.

GAMER X: Oh give it up, Chris — you'd sell your mother for a 32X! C'mon, admit it! You just can't resist the full-tilt action of Motocross! Give in to your darkest desires!

THIS MONTH'S BURNING QUESTION

With Nintendo's announcement that the Ultra 64 would not be released in the United States until April, 1996 (due to the fact that software developement is lagging behind hardware developement), are you willing to wait an extra year for this next-gen platform, or will another system, like the Sony PlayStation or Sega Saturn, grab your gaming dollars?

BONUS QUESTION: The heating of rocks for an army of Undead and Possibly Brain Damaged Lizard warriors to take siestas on could cause a run-away greenhouse effect, ending life on Earth as we now know it! Is this totally cool, or what?

OLD AND IN THE WAY

I have a tip for Nintendo: stop trying to sell the yellow-and-grey, 4-bit, outdated Game Boy! Sure, it served its purpose in its time. It was the first portable video game system with interchangable games. But times have changed. Consumers want color, 3-D, and astoundingly-real graphics. So what does Nintendo do? They introduce bright new colored versions of the same ol' Game Boy! YES!!! Who cares about poor quality graphics and sound when the case is colored? I mean, the Super Game Boy doesn't even bring Game Boy games up to NES standards. I understand that Nintendo doesn't want to abandon the Game Boy and all of the games for it, so here's an idea: create a new portable machine that is as good or better than Sega's Game Gear, and make an adapter for it so gamers can still play their old Game Boy games on it as well. I'd buy it.

Steven Best
Tsawwassen, BC

PATRICK: Steven, don't be so quick to dismiss the Super Game Boy, an adapter from Nintendo which does add some measure of color to the Game Boy games of old and a new crop of games that specifically support the Super Game Boy. Otherwise, I completely agree with you. This is an industry that depends on innovation and the Game Boy is truly outdated, color cases or not. Finally, in what may be Nintendo's answer for the next generation in handhelds, you should check out the info that is leaking out about the upcoming Virtual Boy. It could prove to be very interesting.

HE'S OUTA HERE

I have a few questions concerning your former Editor Mark Higham, who recently left *GAME PLAYERS* and returned to England:

1. Does he currently have any plans of returning to *GAME PLAYERS*?
2. Has he found a new job in England? If so, what is he doing?
3. Was he sick, drunk, or extremely tired when he decided to leave Chris in charge?

Thanks, and wish Mark good luck for me on whatever he decides to do.

Dario Englot
Swoyersville, PA

CHRIS: 'Ahem':

1. *We offered him Chief Shoveler of the Salt Mines.*

2. *Well, for a short time he was an artificial limb repo man.*

3. *He WAS very drunk — his first choice was a coat rack.*



This picture reportedly shows an evil Snake Mage escaping from what's left of Mark Higham after a bizarre snacking incident!

BILL: I wanna play, too! My answers are:

1. *He wants to, but Immigration won't let him back in the country.*

2. *Yes. He's a Go-Go Guy at London's world-reknowned Hanky-Spanky Disco.*

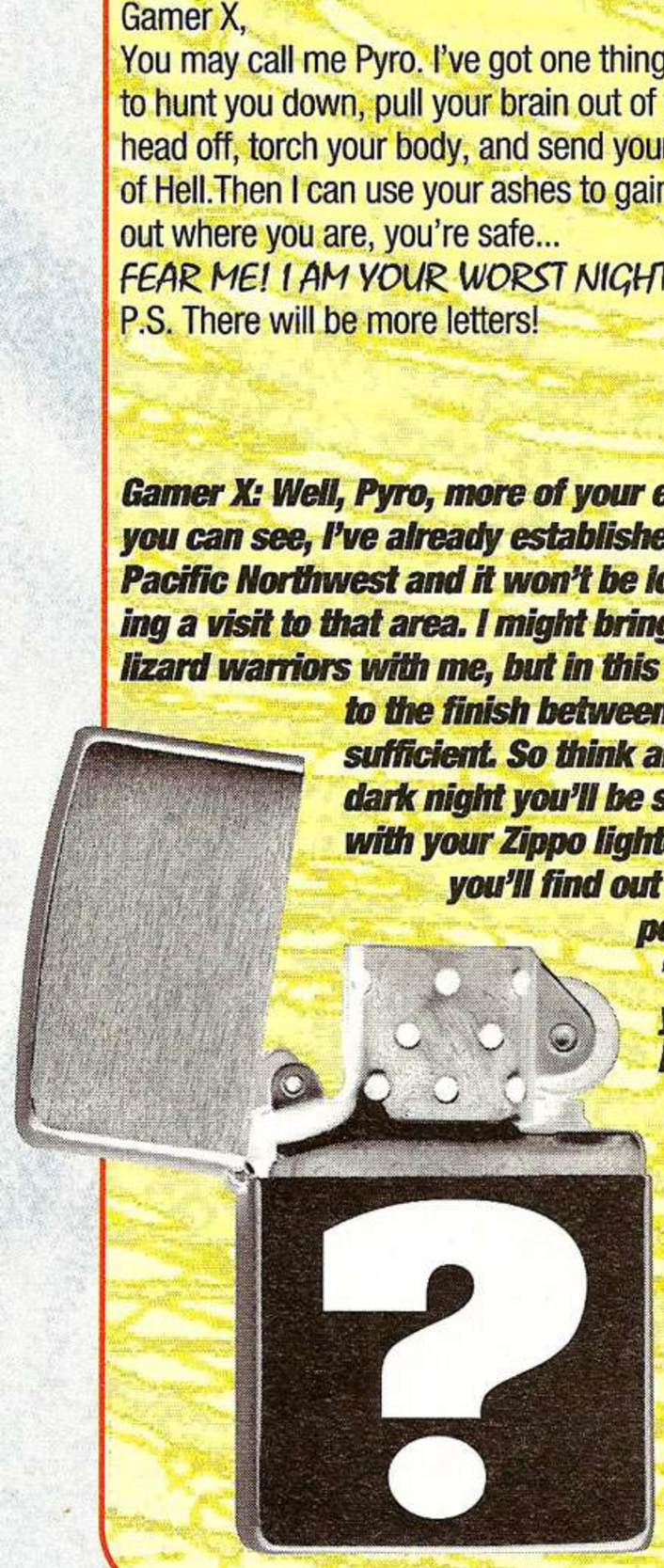
3. *None of the above. His evil Snake Mage made him do it!*

HOT AS HELL!

Gamer X,
You may call me Pyro. I've got one thing to say to you. I'm going to hunt you down, pull your brain out of your nose, cut your head off, torch your body, and send your soul to the flaming pits of Hell.Then I can use your ashes to gain your power. Until I find out where you are, you're safe...
FEAR ME! I AM YOUR WORST NIGHTMARE!!! I AM PYRO!
P.S. There will be more letters!

Pyro
Spokane, WA

Gamer X: Well, Pyro, more of your empty threats, eh? As you can see, I've already established that you live in the Pacific Northwest and it won't be long before I'll be paying a visit to that area. I might bring a squad of undead lizard warriors with me, but in this case, I think a duel to the finish between me and you will be sufficient. So think about it, Pyro... one dark night you'll be sitting there, playing with your Zippo lighter and suddenly you'll find out about my amazing powers of disguise as 'your' lighter turns on you! Then you'll know the error of your ways! This is your last chance. Repent and join my quest to keep the world safe for gamers everywhere! If, on the other hand, you refuse my offer, then you should be afraid... be very afraid! Beware!

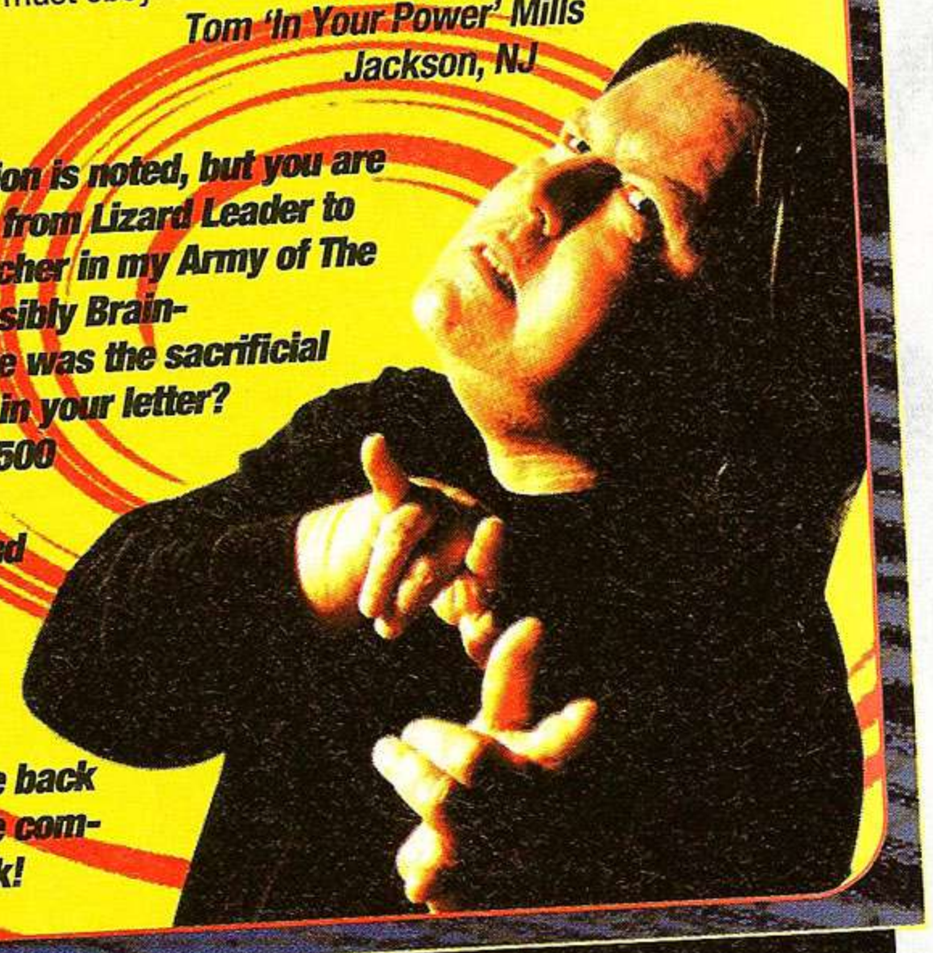


I'M IN CONTROL

Bill, my master — I'm in your power, I must obey. I will continue to read your glorious messages and proceed with our plan to run the government from inside *GAME PLAYERS*. We will prevail!!! HA, HA, HA, HAAAAA! I'm in your power, I must obey. I must. Hail mighty Bill! I must OBEYYY!!!

Tom 'In Your Power' Mills
Jackson, NJ

BILL: Your devotion is noted, but you are hereby demoted from Lizard Leader to Mortar Shell Catcher in my Army of The Undead And Possibly Brain-Damaged! Where was the sacrificial cheese offering in your letter? Where was the 500 bucks in small bills? I command you to heat 10,000 rocks for my elite undead lizard warriors! Write back when you have completed this task!



SIMPLE MINDED

It's simple — Atari has a collection of classic games that NO company can EVER compete with. If Atari released Jaguar versions of their 2600 games, I'd buy a Jaguar tomorrow. Take it from a veteran game player!

Robert Tudisco, New Hyde Park, NY

CHRIS: Hey, isn't that what Atari tried with the 7800, 5200, and 800XL? What's that? You've never heard of these systems? That's my point.

THE FIGHT'S ON!

What the hell is wrong with Jason 'Jacky-Boy' Pritt (May '95 issue — Chris)? How can he say that *Toh Shin Den* sucks? That *Killer Instinct* is better? *Toh Shin Den* RULES! I do have to agree with him on one thing, though — *Virtua Fighter* does suck, but Sega doesn't. I think that people who hate *Toh Shin Den* should be publicly hanged, then cut up into little pieces and flushed. You are a LOSER 'Jacky Boy'. I should find out where he lives, then go shove a *Killer Instinct* coin-op up his @$$!

Scott Jones
Kingsport, TN

I've been reading all of the reviews and comments people have been writing about all the new arcade fighting games, and personally I think they're majorlly ****ed-up! Everybody has been talking about how cool *Killer Instinct* is. Well, it sucks! *TEKKEN* RULES! *Killer Instinct* isn't half as cool as *Tekken*. I am so sick of fireballs, lightning bolts, and all that **** — games where 20 million pints of blood fly out of a character every time you touch them with your pinky. *Tekken* has realistic moves, great graphics, and smooth camera movement. By the way, I loved the Code Donkey of the month ***(May '95 issue — Chris)***. That guy must be a major dumbass.

Clint 'Stoned' Jones
Virginia Beach, VA

CHRIS: 2-D brawlers like Killer Instinct are still great games, but it's my opinion that after the next-gen systems hit this fall and more people are exposed to games like Toh Shin Den and Tekken, 3-D brawlers will take over. Hey, it's already happening — at the arcade this past weekend, I was the only one playing MK3, and Killer Instinct was empty. Where were the gamers? Plunking tokens into Tekken and Virtua Fighter 2.



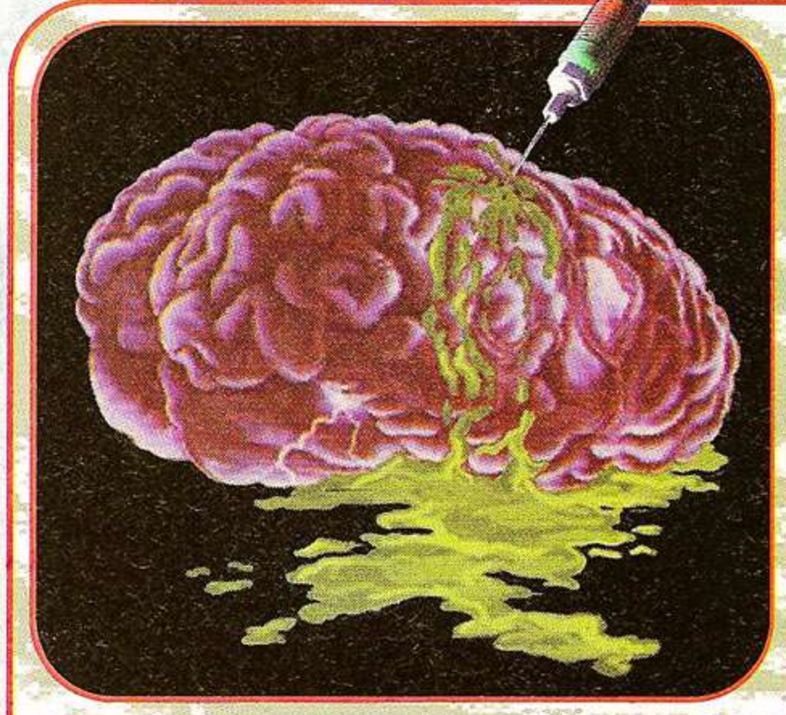
IN LOVE WITH LAU



Thanks for printing Rebecca Cataldi's letter about her 'mad crush' on M. Bison from *Street Fighter!* I thought I was the only nu... person with a situation like that! While I agree that M. Bison is one hunky character, I got into Lau from *Virtua Fighter*. I got into Lau back from *VF1*, and it was just a matter of time before I began to dream about him. I played him because he reminded me of Dracula, and because of the evil laugh he'd make when I won with him. I love the way he double-jumps an opponent's belly after I get him to smack them down, and the way he rubs it in when we win! I like him even better now that he's been revamped in *VF2*. That face! That moustache! Those cool clothes! Well, thank goodness I can tell reality from fantasy! Now, if only I could stop dreaming about him... Next on Oprah: Videogame characters and the women who love them! P.S. I DO have a life.

Arlene Burke
Jamaica, NY

MIKE: Dear Virtua lover, you may have a life, but I have to believe that it's a sad, lonely life. How could you fall for Lau? Now Chun Li, I could see (and so can you, in the Street Fighter Animated Movie shower scene. Ooh la la). My only suggestion to help you overcome this fixation is to start dreaming of me. I'm real and I can almost grow a mustache.



GAME IDEAS! WINNER

PLUCK YER MAGIC TWANGER, FROGGY

The name of my game is *Sex In The Nineties!* You play as Horny Toad, going from bar to bar searching for the beautiful Princess Frea Disease. You eliminate other horny toads by spraying them with cold water. Half-way points on each level are marked by a giant condom. If you give in to one of the toad hookers, you have to find a clinic to get cleaned up. And just like in real life, Horny Toad is haunted throughout the entire game by images of his mother.

Nick Briglia, Ozone Park, NY

Bill: I don't quite know how to break this to you, Nick, but most people aren't haunted by images of their mother while having sex. Personally, I'm haunted by images of a big bowl of cold oatmeal.

HE'S SO VICIOUS!

My game is called *Interior Decorator Kombat.* You have weapons like wallpaper, floor tiles and fabric swatches. You win by putting a house into style before your opponent. If you win, a sign appears on the screen that says 'Furnish Him' and you plaster your opponent with wallpaper.

Jeff Ehermak, Jordan, MN

Bill: Here's a game idea that girls (real and wannabe) all around the world can enjoy! No offense, Jeff, but what kind of sissy-boy are you?

CALL THE POLICE

My game is simply called *Violence.* You get to walk around towns with chainsaws, hatchets, and rifles and just kill everyone you see. Then you get to burn down their houses and eat their bodies. Isn't that great?

Adam Garcia, Sewaren, NJ

Bill: Adam, that kind of thinking is going to get you into a lot of trouble when you get older — trouble with the police, trouble with the clergy, and trouble with the Mental Health people, unless, of course, The Cleansing happens, Gazuga returns and you use a Skullbat.

OXYCUTE 'EM

My game is called *Zit.* You're a kid with a zit on the end of your nose and tomorrow is school picture day. You have to kill tons of pus cells with your Oxy pads until you get to the Queen Pus Cell. If you kill her, you get a great picture. If you're killed, you get made fun of and a bad picture of you is sent to all your relatives.

Kenny Garrett, Reno, NV

Bill: You know, Kenny, until we realized it was you, we thought that picture you sent to us was a picture of a pepperoni pizza! I've got three words for you — soap and water. Use 'em daily!

HEY! YOU, TOO, CAN WIN A MYSTERY PRIZE! Just send in your Game Ideas to the address printed in the box on theright. Make sure that you include what type of video game system you own. This month's Mystery Prize goes to Nick Briglia, of Ozone Park, NY, for his *Sex In The Nineties* idea. So don't delay! Write in today!!!

CONNECTIONS

I'm 15 years old and own a SNES and a Genesis. I love *Mortal Komba.*

Mike Henderson
11148 Stanley Rd.
Flushing, NY 48433

I'm a 14 year old girl who is looking for a pen pal from California. My CompuServe number is 76217,3616

Lalena Desautels
PO Box 1321
Marathon, Ontario, Canada

I'm 16. I'm into everything from games, books and writing to computers and music.

Daniel Cmil
5 Buchanan St.
Carteret, NJ 07008

I'm 12 and have a SNES. I'll write about game tips, codes, games and music.

Seth Callaway
2155 Highway X, lot c-12
Mosinee, WI 54455

I'm 11 years old and love animals. I own a Sega and a SNES. Any age will do.

Sam Nieves
1700 Wedgewood Cr.
Gurnee, IL 60051

I'm 12 years old and looking for a pen pal to share video game knowledge.

Anthony Aspero
17 Shepherd Ln.
Rutland, VT 05701

I'm 13 and would like to have pen pals to share tips about Genesis or SNES.

Carmen Dukes
PO Box 7721
Norfolk, VA 23509

I'm a 13 year old male. I own a Sega CD, Genesis, and a SNES. If you need help or have any codes, write me.

Steven Lee
5206 Berget
Amarillo, TX 79106

I'm 11 years old and own a Genesis. I would like to exchange tips and codes for *Mortal Kombat.*

Fred Overfield
RD #1 Box 1167
Clarksburg, PA 15725

I'd like a pen pal 12-13 to share tips and stuff for SNES, Genesis, or Sega CD.

Bobby Lausch
23439 Van Horn
Plainfield, IL 60544

I would like to get letters from people who are interested in *MKI* or *MKII* and creating their own *MK III.*

Joshua Matic
18705 Honore St.
Rowland Heights, CA 91748

I'm a 15 year old boy with a Genesis and SNES. I love RPGs, and fighting games.

Jeff Stevens
Rt. 1 Box 117
Ipswich, SD 47451

I'm 14 and I want to talk to other RPG players.

Amanda Rotella
8 Bradford St.
Nashua, NH 03063

I'm eleven. I love RPGs.

Niki Wilson
15972 Manchester Ave.
Baton Rouge, LA 70816

GET OFF YOUR @$$!

Write to *Game Players* at the following addresses:

For game ideas, write to:
Game Ideas;
Game Players; 1350 Old Bayshore Highway;
Suite 210; Burlingame, CA 94010

To get into the Connections section, write to:
Connections;
Game Players; 1350 Old Bayshore Highway;
Suite 210; Burlingame, CA 94010

For general Network letters, write to:
Readers' Network;
Game Players; 1350 Old Bayshore Highway;
Suite 210; Burlingame, CA 94010

Or contact us online at:
jfflucky@netcom.com

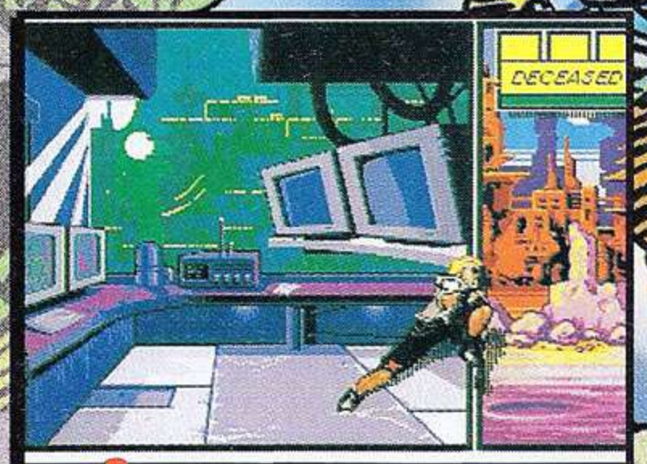
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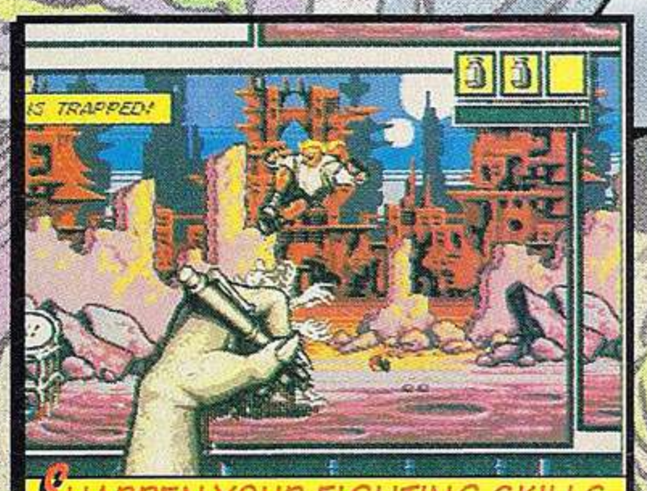
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FRONT PAGE

INFO TRAK



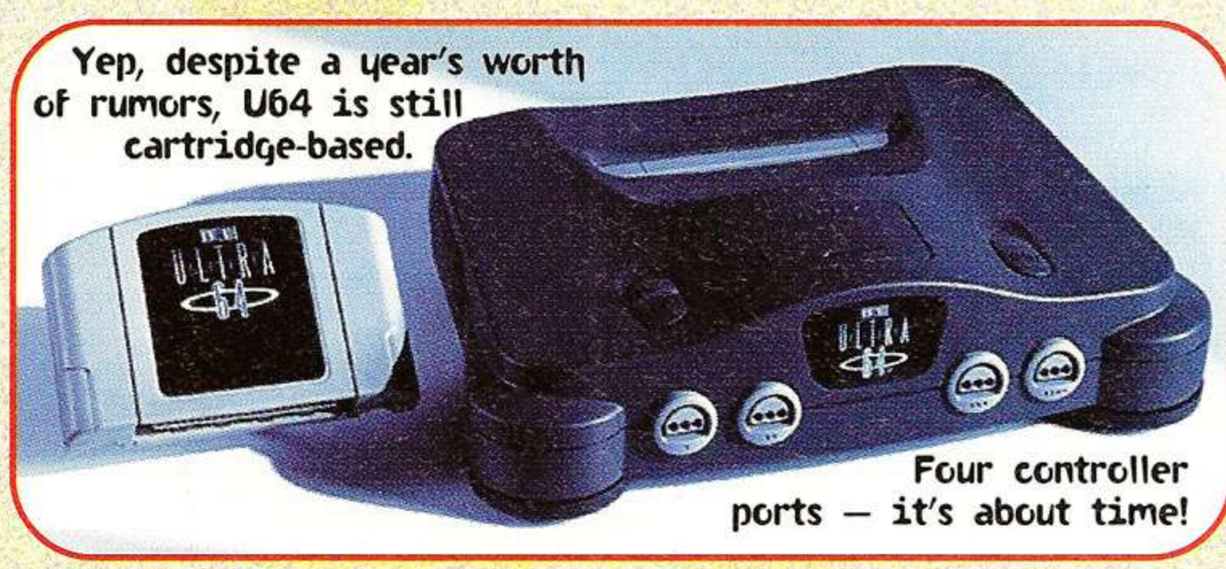
This month we got more hot news than any one person could read and stay sane — including a whole bunch of good stuff from the E³ show that just occurred in Los Angeles! Let's get going!!!

Ultra 64: Revealed... And Postponed

The good news: here's Ultra 64! The bad news: you can't play with it until April '96! Damn you, Nintendo. Damn Mario's beady little eyes!!!

Oh, well — in the long run, this is probably the right decision. Although the U64 chipset has been completed, none of the games are very far along. Nintendo could conceivably shove 'em out there now, but imagine what a disappointment half-finished games would be. Howard Lincoln, chairman of Nintendo of America, had this to say, 'After 19 months of intense development, we have attained our two main goals for Nintendo Ultra 64: to develop a chipset capable of delivering the world's best video game experience, and to do it a price that can deliver a hardware set below $250 retail. However, we have made a conscious decision not to rush Nintendo Ultra 64 to market. Instead, we've decided to give our software developers additional time to maximize the power of this system in their game creation.'

While everyone is disappointed at the news, it's comforting to know that the extra time will mean bigger and better games. Still, some industry know-it-alls maintain that missing this Christmas season will put a huge dent in Nintendo's plans. After all, by next April there will already be tons of eager next-gen gamers burning up their Saturns and PlayStations. Nintendo, calm and cool as ever, claims that the real battle waits in the long run, 'by April of next year game players will see what true 64-bit processing really means — with a number of games from the world's top software developers that will set the bar far higher than most people thought possible — with games that will be available only for Ultra 64.'



Sega's Surprise Attack

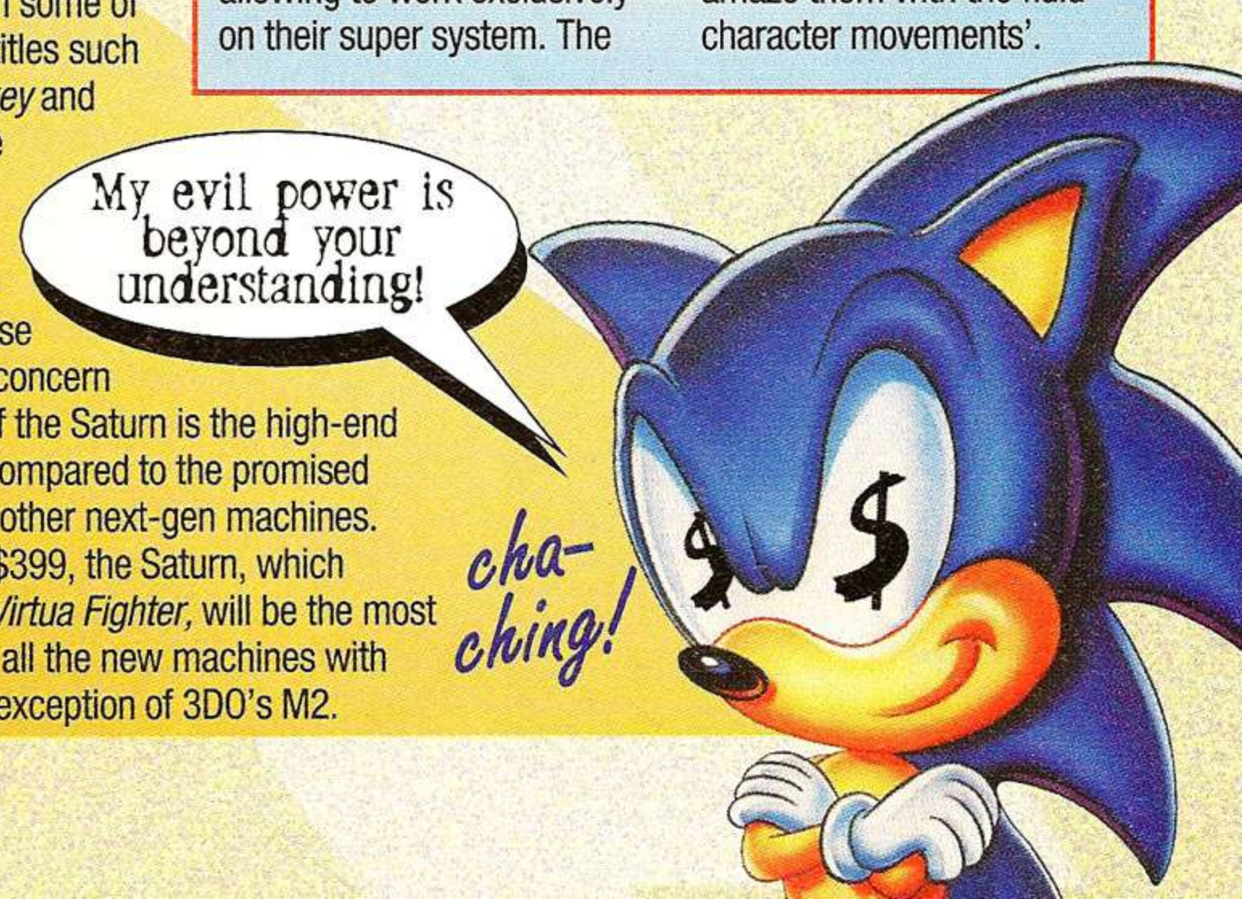
There were many surprises at the E³ show in Los Angeles — pleasant and otherwise. If there was one shocker, it had to be the fancy footwork of industry giant, Sega. In a surprise move, Sega launched its 32-bit Saturn more than three months ahead of schedule! The most common speculation as to a reason behind the early release is that Sega is desperate to get the early jump on other rivaling machines such as Sony's PlayStation and Nintendo's Ultra 64. Sega's last minute disclosure of release plans left many in the industry with a less-than-favorable opinion of its operations. Everyone, from the press who was given incorrect information about the release date to third-party developers who were hoping to take advantage of an initial launch frenzy were left wondering why they were left out of the essential information loop.

The final effect is a very quiet release of a machine that many believe is in danger of being outshined by the other next generation consoles. Another related effect of the early release is the overall lack of Saturn games for the new machine. Titles such as *Panzer Dragoon* and *Daytona USA* are available immediately, but games such as *Street Fighter: The Movie* from Capcom, *Road Rash* from Electronic Arts and even some of Sega's own titles such as *NHL Hockey* and *Bug* won't be ready until sometime closer to the original release date. A final concern for the fate of the Saturn is the high-end retail when compared to the promised prices of the other next-gen machines. Released at $399, the Saturn, which comes with *Virtua Fighter,* will be the most expensive of all the new machines with the possible exception of 3DO's M2.

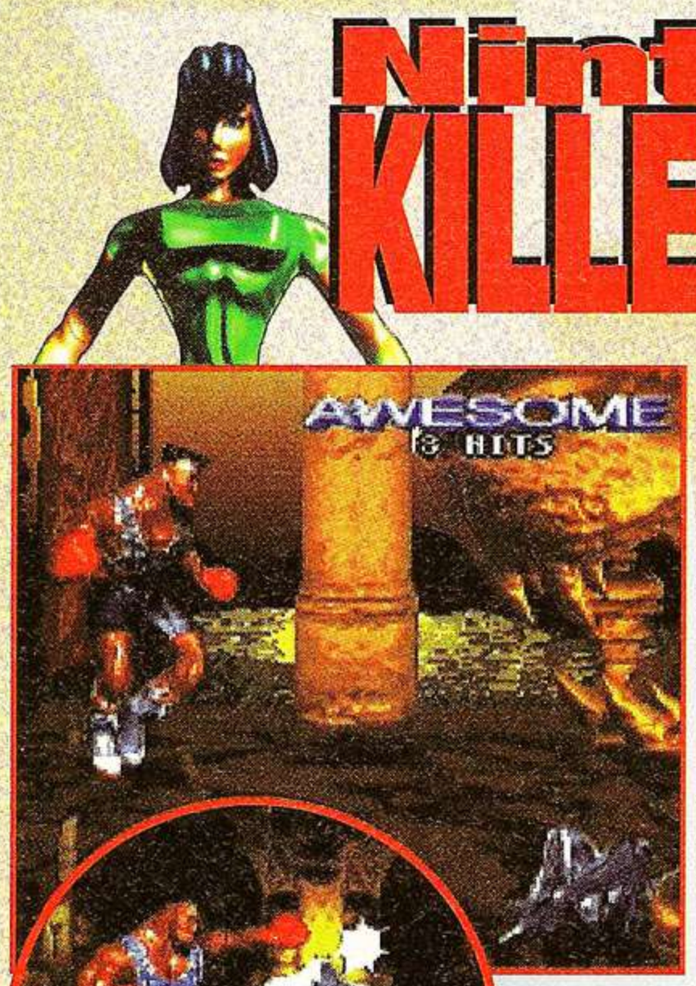
Monstrosity!

Nintendo disappointed us all with their delay in the Ultra 64, but it tried to balance that bit of bad news with some new 16-bit titles and announcements about some future Ultra 64 products.

One such announcement was that Mindscape would be joining the handful of developers Nintendo is allowing to work exclusively on their super system. The first title from Mindscape will be *Monster Dunk*, a humorous twist on the *NBA Jam* 2-on-2 hoops game. It features famous monsters playing a very different type of basketball and according to Robert Lloyd, chairman of Mindscape, '... will thrill consumers with dazzling graphics, amuse them with the integrated humor, and amaze them with the fluid character movements'.



Nintendo's KILLER GAMES





No, it's not George Foreman, but the style sure is similar, huh?

With the release of Ultra 64 put off until April, the big 'N' is banking on a couple of 16-bit Super NES titles and 16 million Super NES owners to carry the company through the holidays. And who's to say that they've got the wrong idea about new16-bit titles?

And what a couple of titles.

At the top of everyone's list is *Killer Instinct* — that's right, *Killer Instinct* for Super NES. It's due in August, screaming out of the block at 32-Mbits. The cart includes every character, move, and background from the arcade smash. Rest assured the combo system is there too, and you can stick it out for as many hits as you can pull off.

As an added bonus, anyone who buys one of the initial two million carts that hit the shelves will find a free CD of the *Killer Instinct* soundtrack inside. Nintendo is spending something like 20 million bucks on TV and print advertising for this sucker, so it's not like you'll be able to get away from it even if you wanted to.





Blood, guts, and gore — hey, is that an elite, undead lizard warrior?



Sailing, sailing, over the bounding main... There's nothing like frolicking for bananas while being chased by a green guy in a barrel!



It appears that Diddy and Dixie didn't have the cash for the E-ticket rides!

And for those who like their games a little less testosterone-powered (apologies to Orchid on the side), you can also expect the obvious — a sequel to the best-selling *Donkey Kong Country*, aptly named *Donkey Kong Country 2: Diddy's Kong Quest*. Picking up where *DKC* left off, our pint-sized hero embarks on a search-and-rescue mission to find Donkey, who's been kidnapped by Kremlins (hideous gasp from the Peanut Gallery).

The same SGI-rendered sprites from the original are back, and looking better than ever. Diddy has also been teamed with a new sidekick, Dixie Kong, who could easily pass for his twin sister. Dixie adds new powers to the game, armed with a ponytail from hell that can hurl barrels, smack enemies severely about the face and torso, and allow her to fly when she whips her head around (sounds like my last girlfriend). Expect this one by August.







Yes, there's Game Boy action... sadly though, it looks like this.



Heeeere's Diddy Kong! Tired of getting second billing, the little guy has found a sidekick of his own and set out on a new quest to find the missing Donkey Kong.



Dixie Kong comes equipped with a super ponytail that not only lets her fly, but clues the player in on which character is being controlled [monkeys must have a really tiny gene pool — it's a shame when brother and sister wed, y'know?].





FRONT PAGE

THE TOP TEN COOLEST THINGS AT E³

Get set for our obligatory trade-show jokes!

10. No Bill Donohue.
9. Seeing a guy get launched through a plate-glass window on a movie set!
8. Cool consolation prizes for losers in the *Tekken* and *Killer Instinct* tourneys.
7. The M2 Demos — if the machine's THAT good, I'm a believer!
6. PlayStation managing a $299 price-point.
5. John Singleton to our Patrick Baggatta: 'Nice shirt!'
4. Free Coke at the Virgin booth. On tap, even!
3. *Demolition Derby* and *Wipeout* — Psygnosis is on the ball!
2. Sony's *Warhawk* — yet another premier title for the PlayStation.
1. The 'Batgirls' at the Acclaim booth. Holy hooters, Batman!

THE TOP TEN WORST THINGS AT E³

Yes, even more in-jokes you'll never get!

10. No Bill Donohue.
9. Mike and all those hookers.
8. Trekking between the West and South Halls (Ach! Mein tootsies!)
7. Pulling Jeff's drunk ass out of the gutter.
6. Watching the Bulls lose game three to the Magic (sorry, Penny!)
5. $40 cab rides. (Good thing it was company dough!)
4. Meeting Michael Jackson at the Sony Party.
3. Hearing about all the great stars that you missed.
2. Waiting until 4 a.m. for 'the artist formerly known as Prince' to show up at his club.
1. Surprise! Saturn's already out in stores! *Damn Sega's lying tongue!*

Nintendo

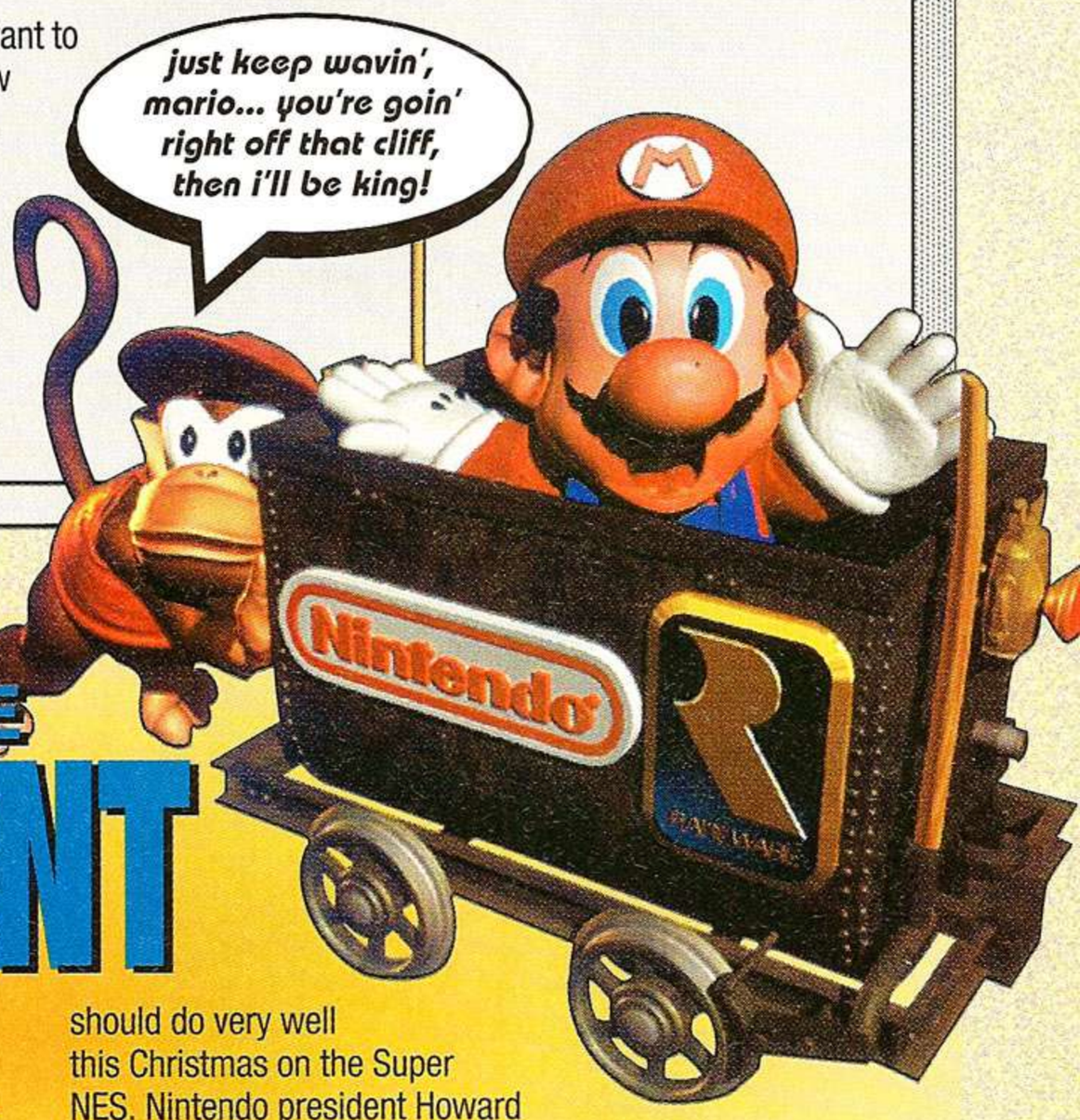
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Nintendo Hits the Net

Nintendo has been inching towards an on-line presence for some time now, having staged a couple of live conferences on America Online — most notably when they kicked-off *Donkey Kong Country*. *Nintendo Power Source* is the big 'N's' America Online-based edition of *Nintendo Power*.

AOLers can use the keyword NINTENDO to reach a plethora of news, services, and other cool stuff including game hints, updates on new hardware, and the 'Play It Loud' chat sessions. Every afternoon, Monday through Friday, the daily chat is hosted by 'NOA Paul,' Team Nintendo game counselor Paul Hawkins, who moderates Q&A discussions between AOL subscribers and Nintendo personnel with special guests from time to time. You can also find the usual bulletin boards where gamers can post their opinions and questions.

For those of us without AOL accounts (or who just don't want to give it up to 'The Man'), Nintendo Power is also posting a new Web site, WWW.NINTENDO.COM, which features a full-color, computer rendered intro screen, or a low-res interface for faster loading. This Web site is unique in that it also features a live chat room similar to the one on AOL, which also puts you in touch with game counselors and gaming celebrities. And as usual, the Nintendo Power Web site is chock full of links to other Nintendo approved sites (in other words, don't come here looking for a route to the PlayStation home page).



A RARE INVESTMENT

Before, they sat at the right hand of Nintendo — now, the mighty hand is closing in around UK-based Rare. Nintendo agreed to make a multi-million dollar investment in Rare, acquiring over 25% of their premier development team. This marks the first time Nintendo has ever invested in a developer that's not from Japan.

Rare and Nintendo first joined together in 1994, making *Donkey Kong Country*, which did mildly well selling more than 7.4 million copies. *Killer Instinct* is another product of their collaboration that did very well in the arcades and should do very well this Christmas on the Super NES. Nintendo president Howard Lincloln 'considers the Rare team the 'Spielberg' of video game development'. This agreement ensures that Rare will continue work on Nintendo's Game Boy, Ultra 64, Super NES, and Virtual Boy. Titles currently in development are *Killer Instinct* and *Donkey Kong Country 2* for the Super NES, and *Goldeneye* for the Ultra 64 (based on the new James Bond movie). Then there's *K. I. 2*...

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Smoke is the

mindless hunger.

Seeking

oblivion within.

-Anonymous

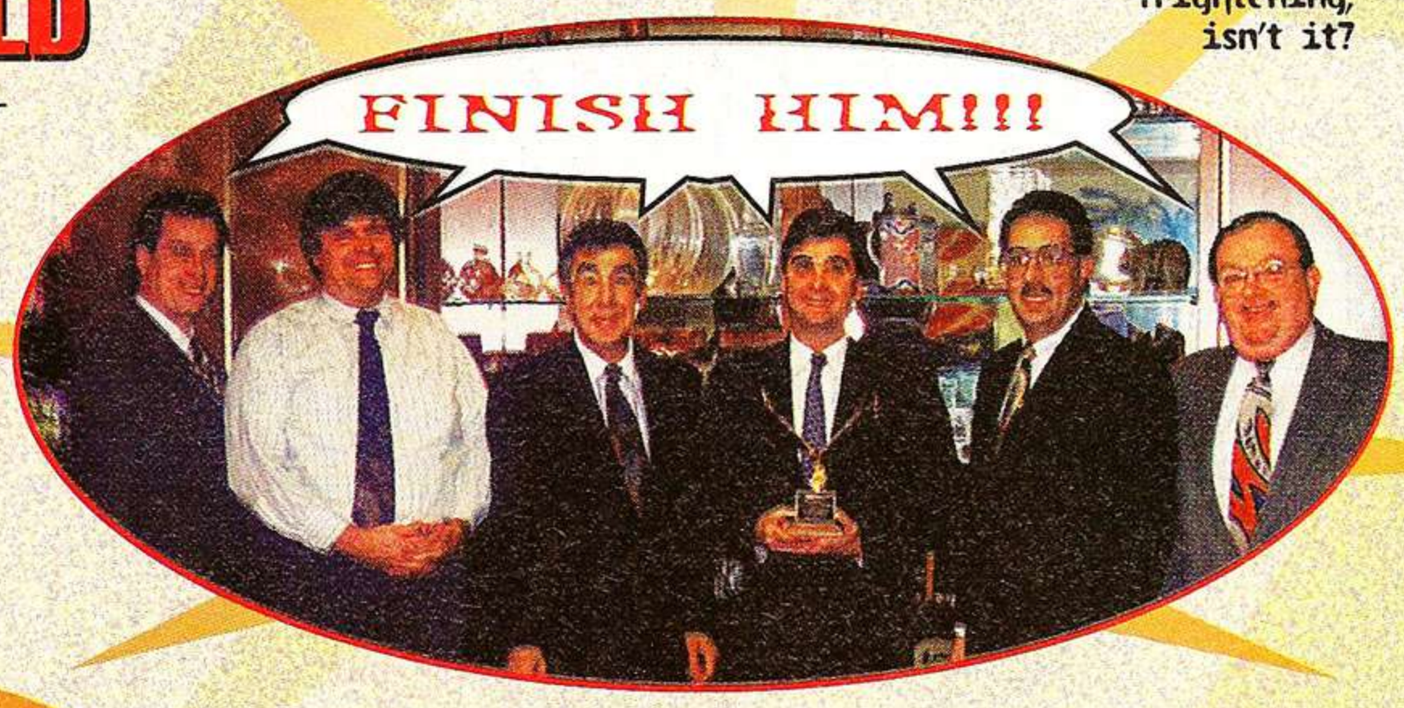
#16

MK3. The Arcade Game.

FRONT PAGE

WILLIAMS GRABS THE GOLD

Williams' Neil Castro proudly holds the Manufacturer of the Year Award from American Vending Sales. Ah, nothing like a bunch of rich guys in suits standing around. — Kinda frightening, isn't it?



Williams, who, lest we forget, manufacture and distribute such powerhouse arcade machines as *Mortal Kombat* and *NBA Jam,* was recently honored with the first-ever 'Manufacturer of the Year' award from American Vending Sales. AVS, an arcade sales organization, presented Williams' Neil Nicastro with a splendid trophy and, it was rumored, a lifetime supply of Rice-a-Roni. Nicely done, Williams.

X-Band Update

The X-Band Network, which allows gamers to challenge and play opponents over phone lines to games of *Mortal Kombat, NBA Jam,* and several EA Sports titles including *Madden '95*, is getting ready to expand their nationwide service — sort of.

Although the service is still only available in five test markets — New York, Los Angeles, San Francisco, Dallas, and Atlanta, until recently it wasn't possible to play anyone outside your local calling area without getting charged for long distance service. To remedy this and bring them one step closer to hooking up additional cities, X-Band has swung a deal with long distance carriers to absorb the cost themselves at bulk rates, then offer long distance game play to network subscribers at the dirt cheap price of $3.95 an hour.

The program is called X-Band Nationwide. X-Band subscribers have predictably been enthusiastic about the deal, prompting one net-head to proclaim the idea, 'better than sex.'

In other news, X-Band should have a Super NES version of their modem setup available for the national roll out in July, and optional keyboard controllers for both Genesis and Super NES should be out by the end of August. As you might expect, X-Band is currently negotiating with Sega, Sony, and Nintendo to release Saturn, PlayStation, and Ultra 64 versions sometime next year.

The network, currently with 4,000 subscribers, has seen the growth of nearly two hundred gaming 'gangs' in the last six months, including the 68-member 'Beautiful Bad Girls,' an all female club.

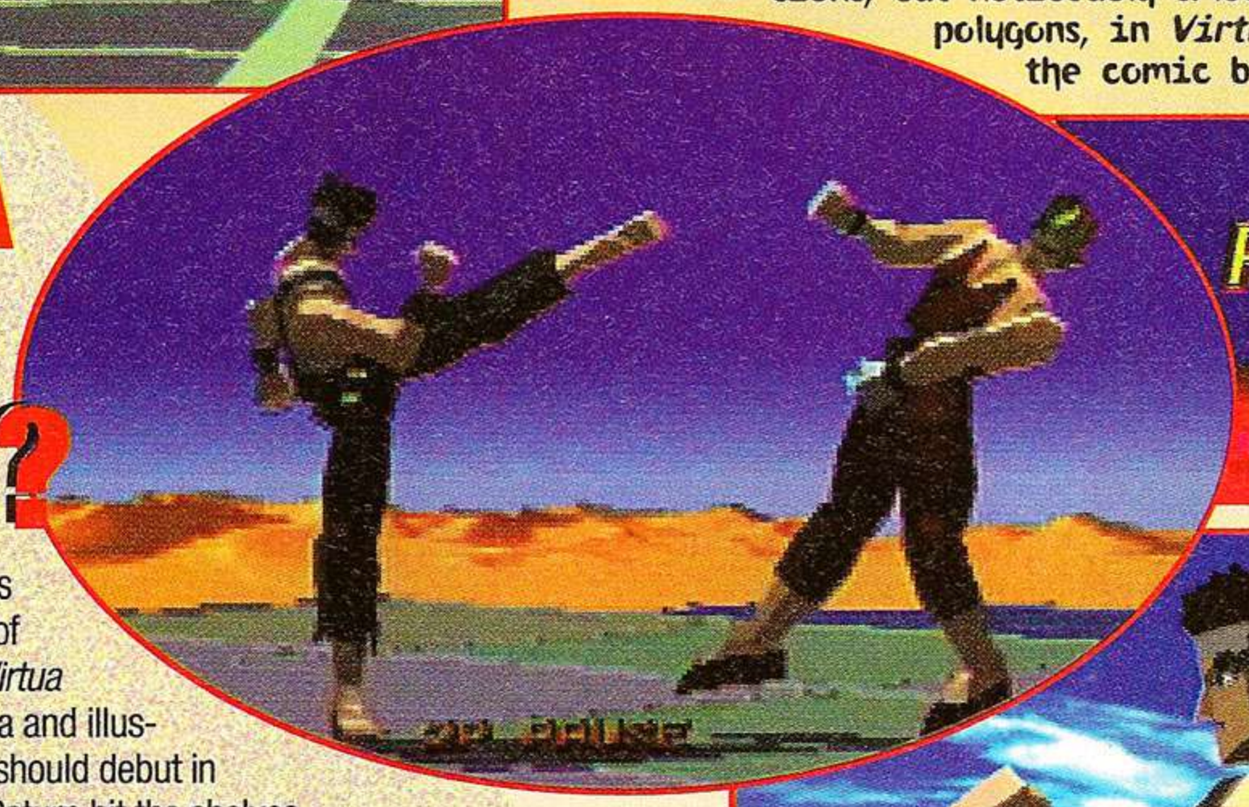
For a limited Time in July and August, X-Band is making a deal with Blockbuster Video. In conjunction with Blockbuster's World Video Gaming Championship, you can get the X-Band modem for $19.95 — ten bucks off the regular price. Watta deal!!!





Expect to see these guys without their three dimensions, but noticeably smoother than polygons, in *Virtua Fighter*, the comic book.

VIRTUA COMIC BOOKS?







Malibu and Marvel Comics have announced a title of interest to gamers — *Virtua Fighter*. Written by Mark Paniccia and illustrated by Patrick Rolo, issue #1 should debut in August, three months after the Saturn hit the shelves.

The comic expands on the game's backstory, bringing the eight fighters from the original game to Virtua City, where some as-of-yet unspecified evil is bent on world domination. Maybe now we'll finally find out why all these odd characters feel the need to go around beating on each other.

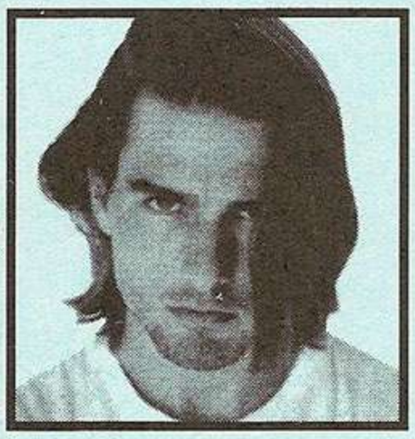
No word yet on the *VFII* additions, Leon and Shun Di, as to whether or not they can be expected to pop up, or even how the story will unfold. Rest assured we will keep you up to date.

1350 Old Bayshore Highway;
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Burlingame, CA 94010

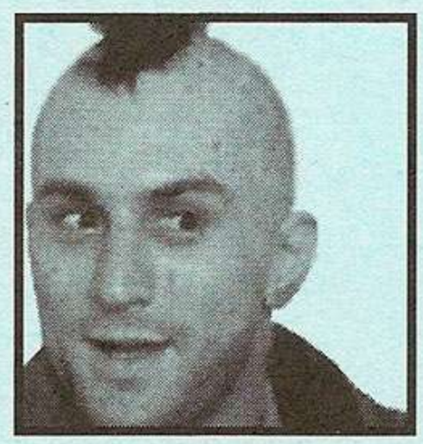
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GAME PLAYERS: THE MOVIE!



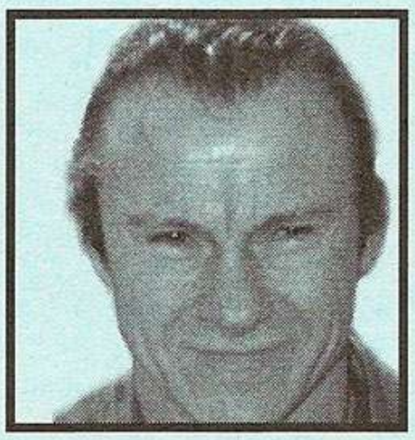
Mike Salmon
(Tom Cruise)
Some booze and a quick smoke, and Tom Cruise WAS Mike Salmon!



Jeff Lundrigan
(Robert DeNiro)
Ever the perfectionist, DeNiro lost 20 lbs. and 8" to play the role of Jeff.



Chris Slate
(David Caruso)
After three weeks of researching the role of Chris, David said, 'Just kill me.'



Bill Donohue
(Harvey Keitel)
Playing the Bill Donohue role almost cost Harvey his mind and his liver!



Patrick Baggatta
(John Travolta)
John fired his agent when he learned he had to play another dumb Italian guy.

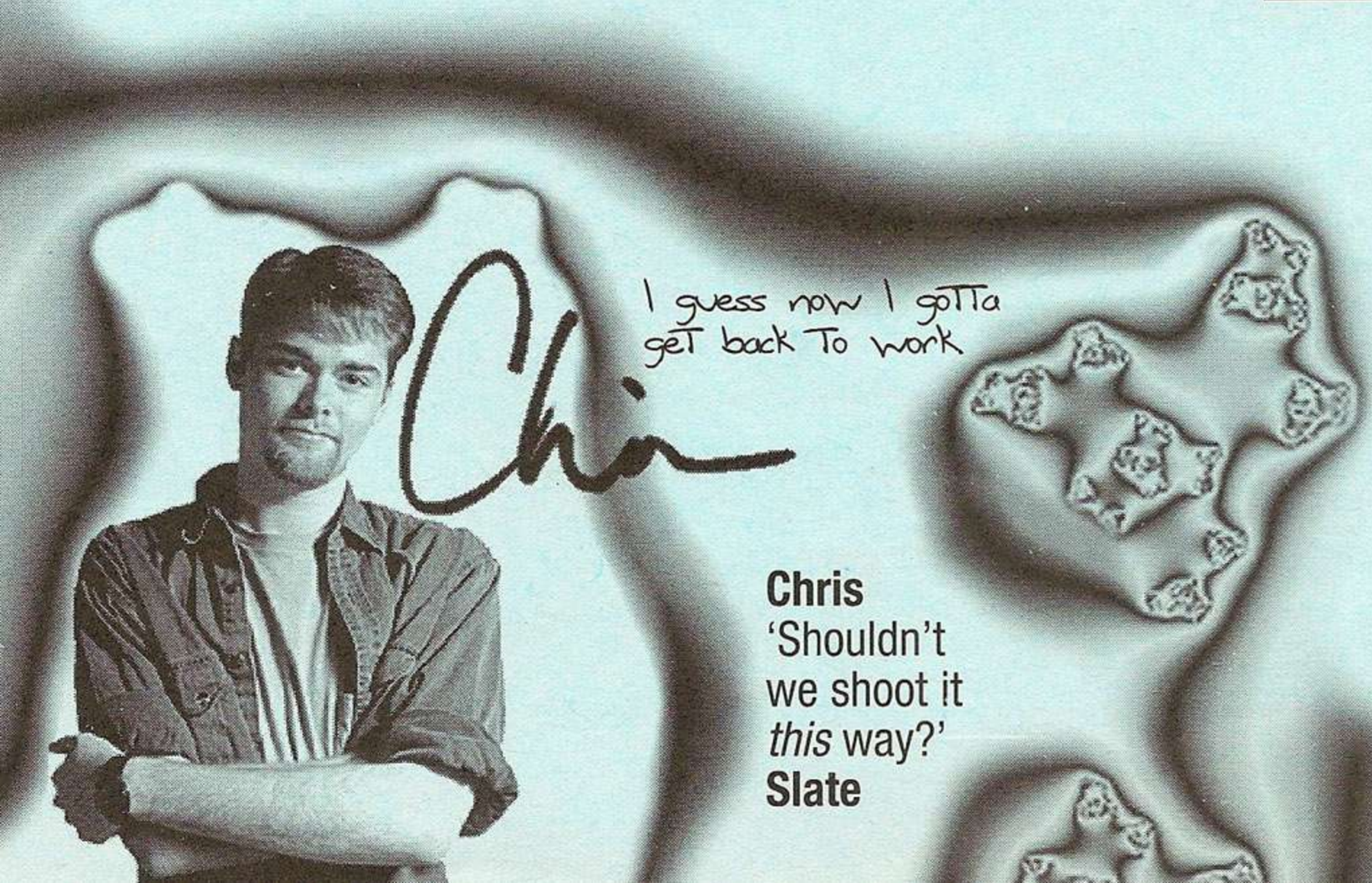


and Kato Kaelin, as
THE FREELANCER
We thought it impossible, but *Bill* actually freeloaded off of *Kato* during filming!

Stop with the letters! We here at ***GAME PLAYERS*** have heard you loud and clear — ***GAME PLAYERS: THE MOVIE*** is on the way! Filming spanned the globe, starting in Sri Lanka before moving on to Rio, Thailand, Fresno, and wrapping in the Bermuda Triangle.

Director Quentin Tarentino was at the helm, and we asked him how the project was shaping up. 'The horror... the horror... not to mention the really bad acting!', was all we could get out of the Award-winning writer/director.

So this summer, forget about the *Mortal Kombat* movie, forget about *Batman Forever* — save your hard-earned cash for ***GAME PLAYERS: THE MOVIE.*** Hey, everybody here at the office gives it two fingers-up!



Chris
'Shouldn't we shoot it *this* way?'
Slate

Now all we need is a movie poster! We blew all our money on the big-name acting talent, so we could use a little help. Send your posters to ***GAME PLAYERS: THE MOVIE POSTER*** *at 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010. The coolest poster earns you a Mystery Prize (please include the system you own).*

The GAME PLAYERS Equivalency Test

Due to the continued uproar from parents, Congressional members, and the clergy that video games are destroying the younger generation's desire to become educated, upstanding members of society, we proudly present the GAME PLAYERS Equivalency Test. You have 15 minutes to complete this page. Begin now.

1. You're a reviewer for *GAME PLAYERS* magazine and your work is five days late. You see Bill approaching your desk. You should:
a. Run screaming from the building before Bill can get a bead on you.
b. Leave 500 dollars in small, unmarked bills on Bill's desk.
c. Put on your Bill/Bison mask so that Bill becomes confused and walks away.

2. You're minding your own business when Chris Slate turns and stares at you with empty eyes and says 'Pull my finger!' The correct response is:
a. Whimper and do what you're told, you maggot!
b. Tell him to suffer.
c. Pull it and plug your nose. Chris eats only burgers and fries, so it can get deadly.

3. The backup plungers are failing and you've lost the monkey. You should:
a. Grab the hamster and run.
b. Realize the planet Mars is a goner, so you might as well hang up the radio phone.
c. Pray that you've got a good spot in the gerbil tube.

4. 53 people purchase a CDi player. If only 13 of them saved their receipts, then what the hell are the rest of them gonna do?
a. They all commit ritual suicide by playing 24 straight hours of *Burn:Cycle*.
b. They all accidently shoot themselves while dressing up like the slacker on the CDi commercial.
c. Who the hell cares? They were all doomed from the moment they bought it, anyway.

5. Mike Salmon doesn't wear any:
a. socks.
b. underwear.
c. none of the above.

6. Gamer X:
a. could be behind you right now!
b. is not related to Jeff Lundrigan.
c. is really Cap'n Chris Slate in his lame pillow-case cape and ski-mask disguise.

7. Your prayers and dances have been answered. Gazuga has handed out the Skullbats and you've started to decorate your shrine. What the hell is going on?
a. it's 5:30 on a Friday.
b. The Cleansing.
c. it's Hammertime.

8. Before becoming our newest staff writer, Patrick Baggatta was:
a. a Chippendales' towel boy.
b. just as Italian as he is now.
c. hurled to Earth, wrapped in a section of gerbil tubing.

9. When confronted with danger, the strange voices in Trent Ward's head tell him to:
a. Assume the fetal position.
b. Sing and dance like Morissey all around the office.
c. Have another beer.

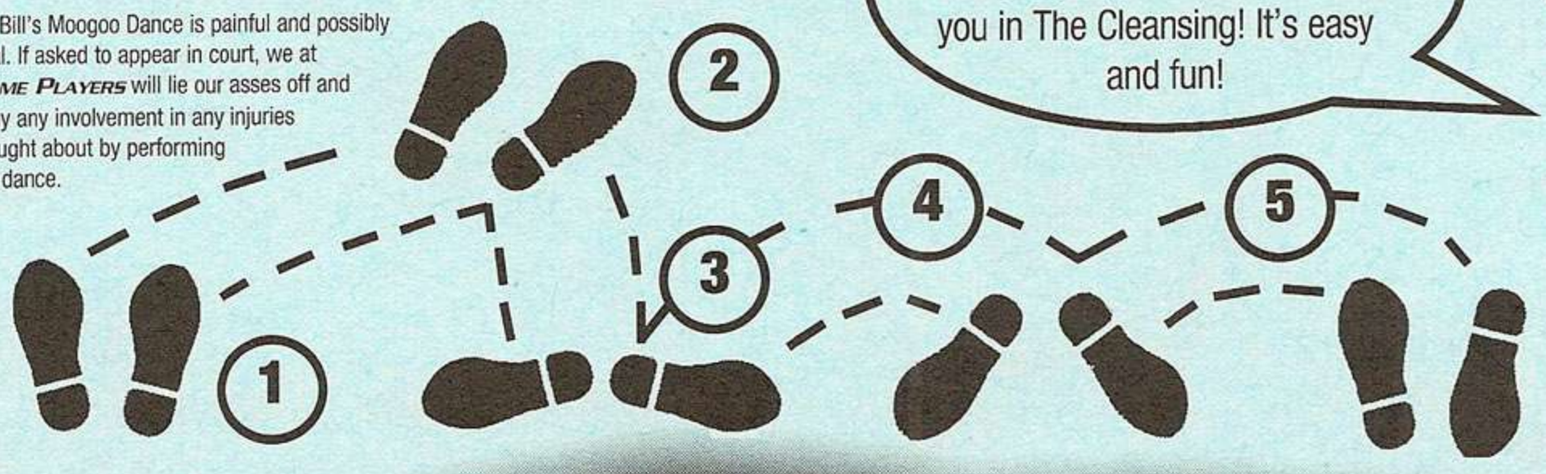
10. If the *GAME PLAYERS* staff is running downstairs at 20 miles an hour to have a smoke and a pizza delivery boy is climbing up the same stairs at two miles an hour, what will the damages be?
a. None. We don't smoke.
b. Pepperoni burns over 20% of all exposed skin surfaces.
c. We whup the pizza guy's ass and then eat all his pizza.

11. Neil West is from England. This means he is most likely to:
a. Have bad teeth and scurvy.
b. Say stupid things like 'Honk, Blat, Tweet, Wakka-Wakka!'
c. Take off all his clothes on the dance floor.

Write your answers and the type of gaming system you own on the back of a postcard. Send them to GAME PLAYERS EQUIVALENCY TEST, 1350 Old Bayshore Highway, Suite 210, Burlingame, CA, 94010. Entries must be received before August 1, 1995. Letters will not be accepted. The entry with the most correct answers receives a Mystery Prize. Good Luck! You'll need it!

DO THE DANCE!

'Lil Bill's Moogoo Dance is painful and possibly fatal. If asked to appear in court, we at *GAME PLAYERS* will lie our asses off and deny any involvement in any injuries brought about by performing the dance.







HIT LISTS

We're getting more and more responses for our 'Write Yer Own Darn List' poll and, while some games have switched position since the beginning of this crazy thing, nothing has been able to drive the monkey out of first place. It is kinda neat that the second place game is an RPG. Keep those cards coming in! Who knows, maybe next month the big ape will take a dive.

OUR READER'S TOP TEN

Based on our reader mail!

1 **Donkey Kong Country**
Super NES
Nintendo



2 **Final Fantasy III**
Super NES
Square Soft

3 **Killer Instinct**
Arcade
Midway/Nintendo



4 **NBA Jam: TE**
Super NES/Gen
Electronic Arts



5 **Doom**
32X
Sega



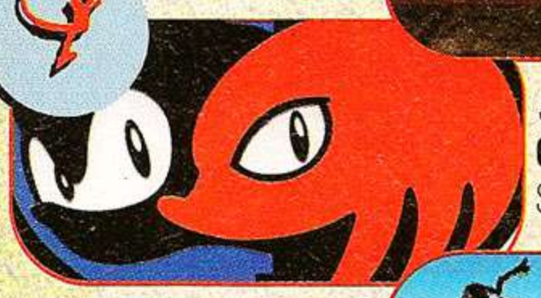
6 **Earthworm Jim**
Super NES/Gen
Sega



7 **Secret of Mana**
Super NES
Sega



8 **Mortal Kombat II**
Super NES
Sega



9 **Sonic & Knuckles**
Genesis
Sega



10 **Virtua Fighter**
Arcade
Sega

OUR OWN DELUXE TOP TEN!

Based on what we play when we should be working!

	GAME	SYSTEM	PUBLISHER
1	*Toh Shin Den*	**PlayStation**	Takara
2	*Tekken*	**PlayStation**	Namco
3	*Mortal Kombat 3*	**Arcade**	Midway
4	*Slam 'n' Jam Basketball*	**3DO**	Crystal Dynamics
5	*Super Bomberman 2*	**Super NES**	Hudson Soft
6	*Killer Instinct*	**Arcade**	Nintendo/Midway
7	*Cyber Commando*	**Arcade**	Namco
8	*Panzer Dragoon*	**Saturn**	Sega
9	*World Series Baseball '95*	**Genesis**	Sega
10	*Tetris*	**Game Boy**	Nintendo

TOP TEN FROM THE U.K.

	GAME	SYSTEM	PUBLISHER
1	*Winter Olympics*	**Genesis**	Kixx
2	*Ballz*	**Genesis**	Accolade
3	*Kirby's Dreamland*	**Game Boy**	Nintendo
4	*Road Rash 3*	**Genesis**	Electronic Arts
5	*Super Star Soccer*	**Super NES**	Konami
6	*FIFA Soccer '95*	**Genesis**	Electronic Arts
7	*Eternal Champions*	**Genesis**	Sega
8	*PGA European Tour*	**Genesis**	Electronic Arts
9	*Toe Jam and Earl 2*	**Genesis**	Sega
10	*The Incredible Hulk*	**Super NES**	Kixx

TOP TEN FROM JAPAN

	GAME	SYSTEM	PUBLISHER
1	*Chrono Trigger*	**S. Famicom**	Square Soft
2	*Tekken*	**PlayStation**	Namco
3	*Daytona*	**Saturn**	Sega
4	*J-League Super Soccer '95*	**S. Famicom**	Jaleco
5	*Starblade Alpha*	**PlayStation**	Namco
6	*Donkey Kong Country*	**S. Famicom**	Nintendo
7	*Victory Zone*	**PlayStation**	Sony
8	*Rockman 7*	**S. Famicom**	Capcom
9	*Front Mission*	**S. Famicom**	Square Soft
10	*Mario's Picross*	**Game Boy**	Nintendo

WRITE YER OWN DARN LIST!

We need your help! Send us your top five games, along with the game system it's for, and the publisher, on a postcard. All that info will be on the game box. Please don't send it in a letter 'cuz we won't have time to open letters with all the mail we're expecting! Send your postcard to: Write Yer Own Darn List!, Game Players, 1350 Old Bayshore Highway, Suite 210, Burlingame, CA, 94010. We'll do all the math and publish your compiled list every month! So get on it and write yer own darn list!

GOODIES



In Related News...

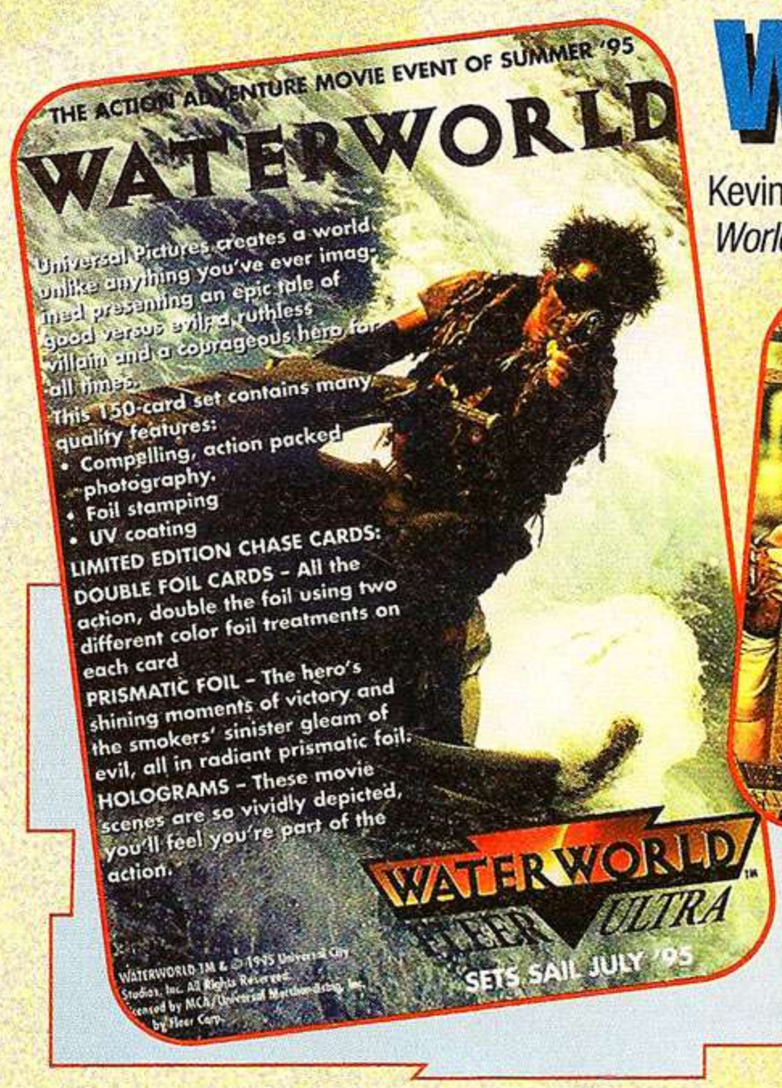
Okay, it's time once again to pretend like there's a world out there that's worth living in. I mean, come on, we all know that's not true but if we're going to be forced to go along with this kind of non-sensical thinking (and trust me, we are) then I suppose we should try to be prepared. With that I give you... In Related News.

FUN, FUN, FUN

Now that the summer sun is shining and you've got entirely too much time on your hands, it is once again time for us to deliver the what's-what in the world that somehow manages to exist outside of the videogame industry. This month we take a look at upcoming movies, some hot internet sites, and maybe even a little Japanimation just for good measure. So remember, when you finally beat that game-ending boss, figure out all the secret characters in *NBA JAM TE,* or spend your last fifty cents on some hot new arcade game, there may still be some fun out there just waiting to be had. And if you mention you heard about it here first, you'll get a coupon. Oh yeah, there is one last thing to mention — We, as always, are eager to hear your ideas for this column, so if there's some great new thing happening out there that you just can't wait to tell the world about, let us be your megaphone!

Wet, Wild And Wetter

Kevin Costner hits the screen this summer in the most expensive movie ever made, *Water World.* Apparently hoping to defray production costs, MCA/Universal Merchandising has struck a deal with Fleer Entertainment to produce, among other things, a set of movie trading cards. See Kevin Costner in all his glory in this fantastic adventure story. Oh yeah, don't forget to see the movie too, coming your way in July. Make sure to bring a towel, you're gonna get wet!





There is something strangely satisfying about seeing Kevin Costner behind bars.





Mortal Kombat — The Movie

Sure, we know you've been waiting some time for this particular bloodfest to begin, but fear not — the new August release date is just around the corner. And let's not forget the rumor that suggests the reason for the delay is due to last-minute special effects upgrades. On the downside, the delay has apparently not given anyone enough time to reconsider this whole PG-13 rating. Maybe if you put in a code you can change it to R.





In the biggest surprise since *The Crying Game,* Kano uncovers Goro's secret shame!



Sonya Blade: 'Freeze!' Scorpion: 'Ha! I can still move my thumb!'

CAUGHT In A Web

It's no secret that the Internet is becoming a part of everyday life for more and more people each day and with access to the Internet getting easier and easier, it was inevitable that sooner or later some really great stuff would start to show up, and indeed, at this point, there are more great sites than any one person can find on their own. This gives us a perfect opportunity to share our findings with you. This month we have four great little world-wide web sites for you to check out, so sit back and try pointing your browser in the following directions!

For all you David Letterman fans, check out the most recent Top Ten list, Late Show news or a list of upcoming guests at the Late Show with David Letterman Web Server.

http://bingen.cs.csbsju.edu/letterman.html

Science-minded readers pay attention. The Exploranet is the web site of the Exploratorium in San Francisco, CA, a museum dedicated to hands-on science exploration. Check out virtual exhibits, digital libraries or do some shopping in the exploratorium's gift shop.

http://isaac.exploratorium.edu/

So you say you're not into the same old stuff that everyone listens else listens to? Perhaps your tastes in music could even be described as 'underground.' Well then, do we have a web site for you! The Internet Underground Music Archives (IUMA) is your link to the cutting edge of underground music. If you don't believe me, there are also links available from the IUMA that will take you straight to the home pages of such underground record labels as TeenBeat, GMO, and yes, even the mighty and all powerful DGC.

http://sunsite.unc.edu/ianc/index.html

Trekkers unite! Here is your site for all things Star Trek. From pictures, book listings, episode guides and newsgroups this site has it all.

http://www.cosy.sbg.ac.at/rec/startrek/index.html



Live long and prosper! The Vulcan salute greets Trekkers to the Star Trek web site.

Fighting For A Plot

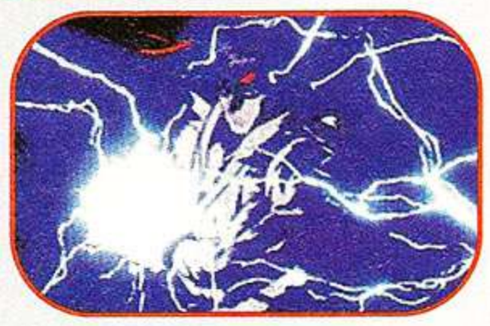
It's been some time since Ryu, M. Bison, and Chun Li have been in the spotlight, but much like poltergeists, they're back! But this time they're not locked in your favorite gaming machine, but rather your VCR. That's right, *Street Fighter II — The Movie* is now available from Sony Music Entertainment (Japan) Inc. This Japanimation film features all your favorite characters in some hot street fighting action, and includes one particularly saucy shower scene with everyone's favorite street-fighting heroine, Chun Li!



Capcom has plans for an interactive *Street Fighter* game for the Playstation and Saturn using the footage from the movie. Keep an eye out. The movie is still considered a Japanese import, but it's getting easier to find here in the States. Check the mail order companies for availability.









I don't remember Saturday morning cartoons looking anything like this!

Hey, What Are You Doing In Here?

Taken directly from today's headlines, *Hacker*, a new movie from United International Pictures tells the tale of a group of young computer hackers and their adventures in cyberspace. Inspired by interviews with real life hackers, the movie is sure to give the real scoop on the world of computer hacking mischief.

At the ground level of production, software company Psygnosis is developing games based on the movie for some of the next generation systems, including the Sony PlayStation. The movie is due out this summer with the games following shortly thereafter.

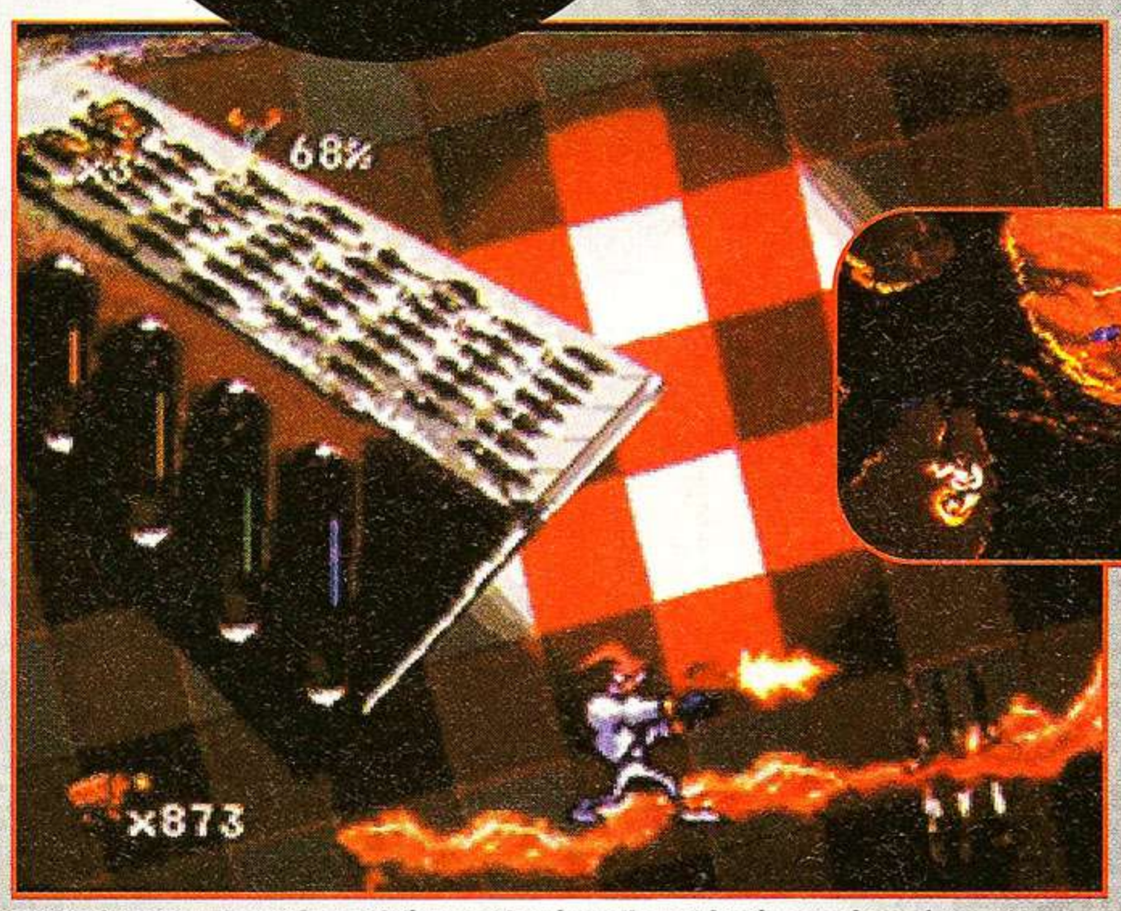
This game shown below is unfortunately strictly for the moviegoers, but Psygnosis is busily preparing the real life version entitled *Wipe Out*.



Will this intro screen from the movie make it into the game?

PREVIEWS

Sometimes, when you want people to do things, you have to provide what's called an incentive. Like when we want Trent Ward to turn his stuff in on time, we hit him on the head with a hammer. That's incentive and it always works! Just think of this section as incentive to keep on gamin'... or else!



That wild worm is having at it for another installment in his ongoing adventures.

EARTHWORM JIM 2

Playmates for Super NES and Genesis

Everyone's favorite wacky annelid is back for more! Shiny Entertainment has knuckled down and is getting ready for a second go-round with ol' Earthworm Jim, and man, does he look more off-the-wall than ever. With stage names like 'Circus of the Scars,' 'Lorenzo's Soil,' 'Worm Burger,' and 'Peter, Pound, and Mary,' you can safely bet that Jim won't be settling down and getting all serious on us. In fact, after his appearance in the nude in *Earthworm Jim Special Edition* for Sega CD, we're kind of wondering how he's gonna top himself.





And check these creepy backgrounds. It's clear that Jim's signature black humor hasn't been dimmed by time or ratings boards either. Jim — the top of the heap in segmented entertainment.



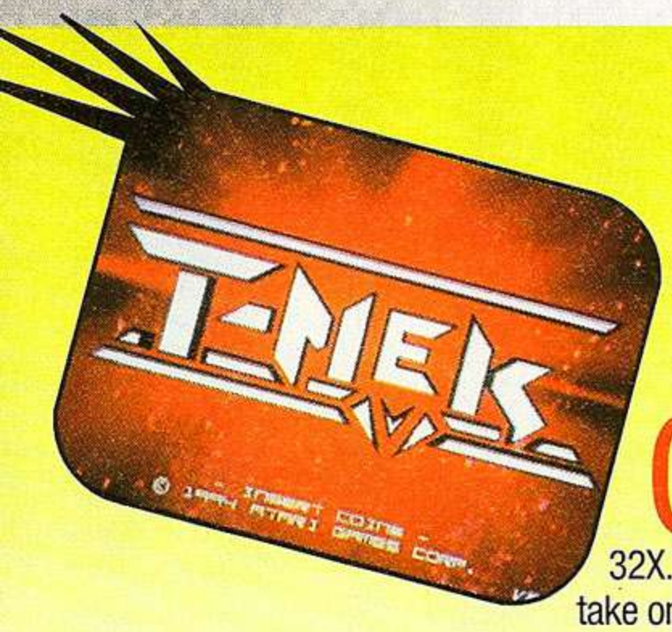


Shiny's trademark animation is still blowin' 'em away, even at the preview stage.



T-Mek

Time Warner Interactive for 32X



Oh, yeah! The giant combat robot game that's been burning up the arcades for months is coming to 32X. And so at last you'll finally be able to take on Nazrac the Eliminator in the privacy of your own home.

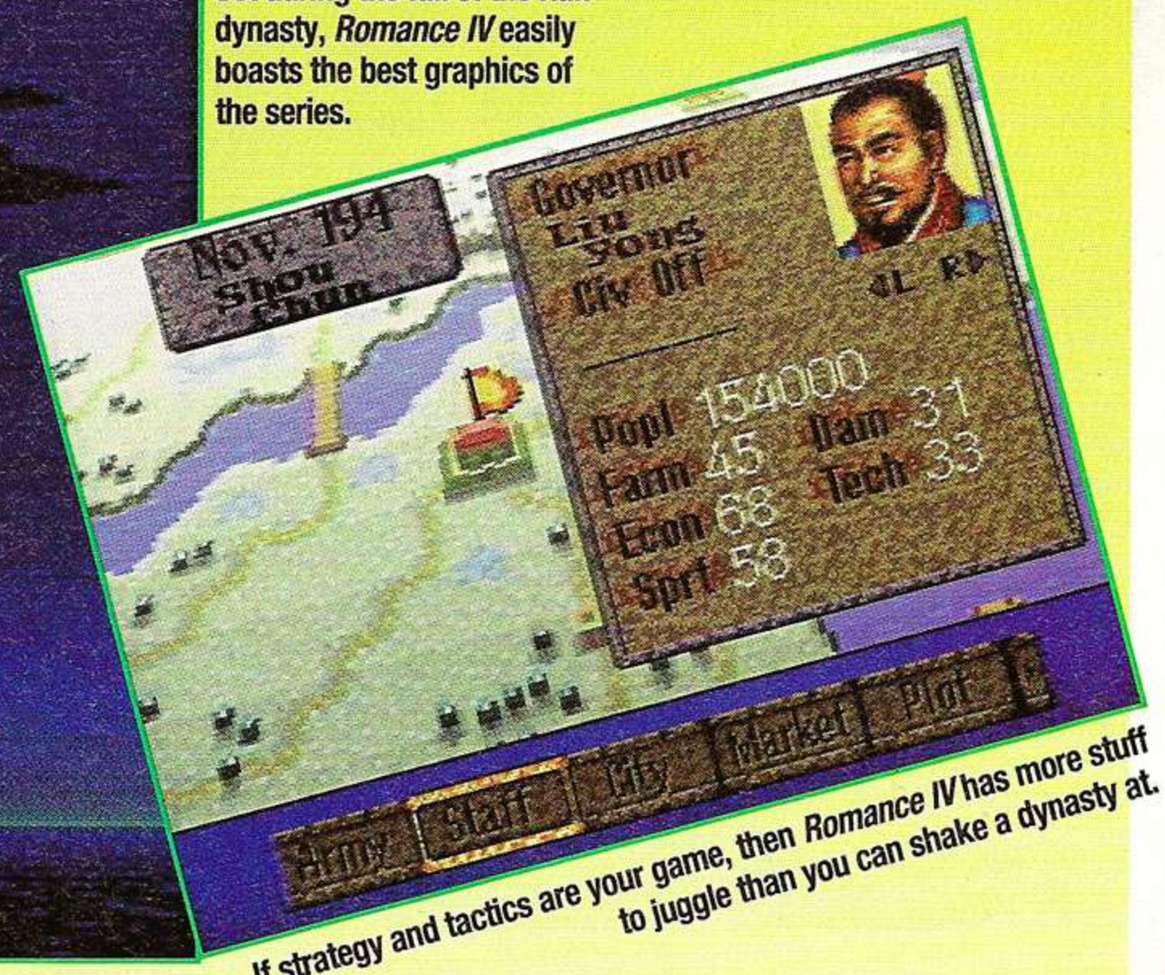
The 32X version features a 2 player split-screen mode (hopefully better than *Cybersled*'s competiton mode on the PlayStation), but apparently will include all the bizarre characters found in the arcade. Expect it to come blazing into your apartments and homes sometime this October.



No actual game screens are available at press time, however, check out this cool shot of Nazrac the Eliminator. Nasty, isn't he?



Set during the fall of the Han dynasty, *Romance IV* easily boasts the best graphics of the series.



If strategy and tactics are your game, then *Romance IV* has more stuff to juggle than you can shake a dynasty at.

ROMANCE OF THE THREE KINGDOMS IV

Koei for Super NES

Just when you thought it was safe to go back to third century China... Based in the later Han Dynasty, this hard-core strategy title is brought to you by the folks who all but invented the genre, Koei.

The Han dynasty is on the verge of falling into anarchy as three noble kingdoms, the Wei, Wu, and Shu families, war among themselves for control of the country. The game includes over 450 special officers for the player to attempt to enlist and control, and they've added 24 — that's right, 24 — new skills to each character's abilities. We guess that's for anyone who thought *Romance III* didn't have enough stuff to keep track of.

Looks cool though, and one thing you can say about the series is that the sound and graphics just keep getting better. At 24-megs, this one's a monster.



And look, the peasants are revolting! Ah yes, that old Koei staple just keeps popping up, no matter what the roman numeral after the title.



The assault ship you fly can both scream along like a jet and hover like a chopper. In fact it flies (and deliberately looks) like the dropship from *Aliens*.

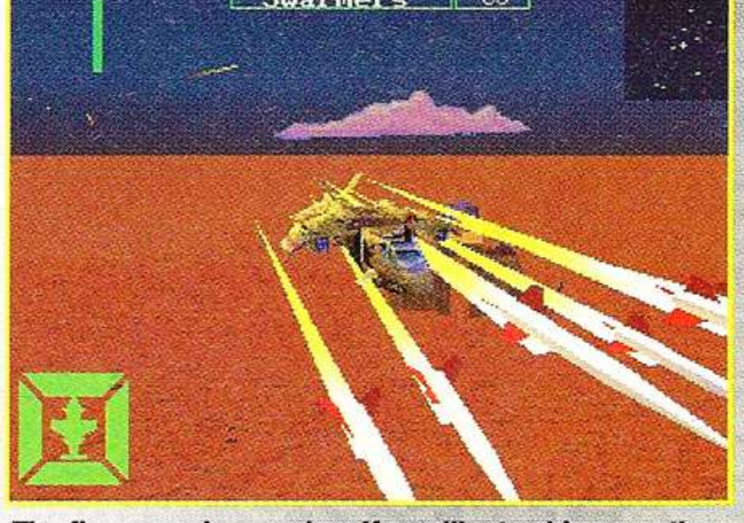
WARHAWK

Sony Imagesoft for PlayStation

Possibly the most exciting title coming for PlayStation, *Warhawk* is a full-blown 360-degree, 'go-anywhere-you-want-to' flight sim. We ran a single screen shot last month, but now we've had a chance to look at some actual game play footage, and it's smokin'!

Five levels take you through the deserts and canyons of a future Earth, armed only with a heavily overpowered Harrier-type assault gunship. The game is still months from its final form, and in fact, the ***GAME PLAYERS*** staff was contacted specifically by the design team at Sony for feedback and ideas.

But we're pleased to report that this looks even better than anything else in its category. Hell, even the little we've seen so far could give *Panzer Dragoon* a run for the money. It's coming this fall, so strap on your speedjeans and get out on the flight deck.



The firepower is amazing. If you like to skim over the ground and blow up anything that moves, this has got the stuff.

Comix Zone

Genesis for Sega



Finding your way from one panel to the next is sometimes as easy as opening a door, or maybe kicking a hole in the wall.

Over the years there have been numerous video games born from the pages of comic books. *Comix Zone* takes the premise one step further, or should I say one step back. In this 24-meg game there is an all-out war waged in the pages of an actual comic book. Battle your way from one enemy to the next after finding the link between each of the panels. Go from a watery slug-fest to a futuristic battle zone with one quick hop.

You're gonna need to solve some clever little puzzles to get around the page, some of which are more obvious than others. The question of quality will be in the action which seems, from what we've seen, to be running the risk of depending on a unique premise to carry it. Still, if the action is at the very least solid, the premise alone could make this a great little game.



Don't fear — if you can get yourself out of this mess, the next scene might just be on a sunny beach somewhere.



Fortunately, the water is contained to just this panel.

Phantom 2040

Viacom New Media for Super NES

Anybody remember this guy? Possibly the skinniest hero to hit the world of video gaming since, well, since I dunno who. The year is 2040, and yet another madman is bent on taking over the world — or rather, madwoman. Rebecca Madison, her husband and son are reaching out from their criminal corporation, Maximum Securities, in a bid for control of Metropia city and the rest of the planet.

Yep, the Phantom, one of the earliest superheroes ever created, is coming, and he's bringing his wall grabbing 'inductance rope' with him. It's got twelve stages, some pretty cool animation, and a whole plethora of strangely anorexic characters. So give this oldest of heroes a try!



Metropia city is in the throes of another criminal mastermind, and only the Phantom can stop them. Hell, look at the size of those fingers — I wouldn't tangle with him.

The Phantom's 'inductance rope' lets him cling to walls — an innovation that may or may not pre-date Spider-Man and his web shooters. Depends on who you want to ask.



Here's the big guy himself, dragging his skinny butt all over the place, shooting bad guys and searching for a way through the city's mazes.

The Ooze

Sega for Genesis



The Ooze knows no bounds, so go ahead, stretch out and enjoy yourself.

So you say you're into puzzle solving, but it's always been your fantasy to squeeze into tight spaces and then spread out as big as a house? Well, we may just have the game for you then. *The Ooze* is an exploration maze-like game where your success depends on your ability to solve challenging puzzles and conquer intricate mazes. Oh yeah, and the best part is that you get to play as the Ooze. That's right, as Dr. Caine, a one-time non-oozing eyesore, you are free to spread your slimy mass here, there, and everywhere. Whatever gets the job done, right?

In what looks to be an interesting mix of strategy and action-style gameplay, *The Ooze* might just work out to be something of interest to fans of both genres. If anything, it's better than smearing your chess board with a slimy, toxic substance.



It looks as though it's about to rain Ooze. Did someone say toxic waste?

Krazy Ivan

Psygnosis For PlayStation



The big Russian mech-suit you wear looks something like this — very intimidating — until you see the enemy...

A first-person perspective mech-combat game with total freedom of movement. You can look up, down, and to every side while searching for exotic enemy robots to blast. The texture-mapped outdoor setting and fast gameplay give hope that *Krazy Ivan* can take the *Doom*-type game to a new level.

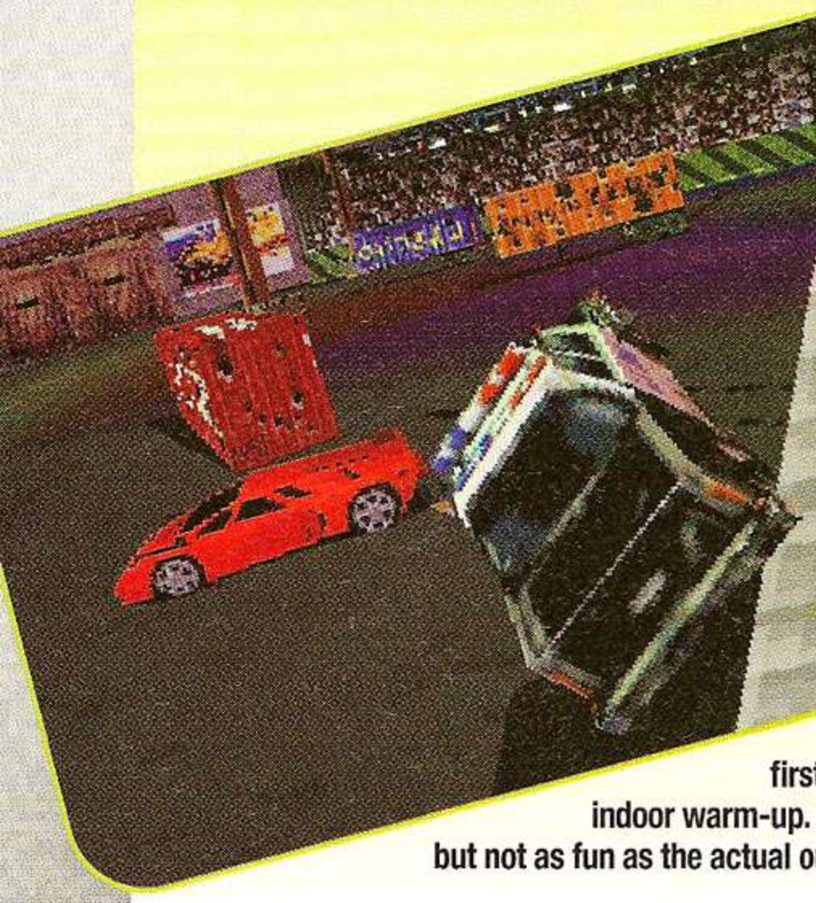
Massive amounts of Silicon Graphics workstations were used to render the enemies as evil as possible. The version we saw was very early, and much is needed to be done before this game is complete. However, if this game lives up to its promise, Psygnosis could make a significant mark in the upcoming next generation battles.



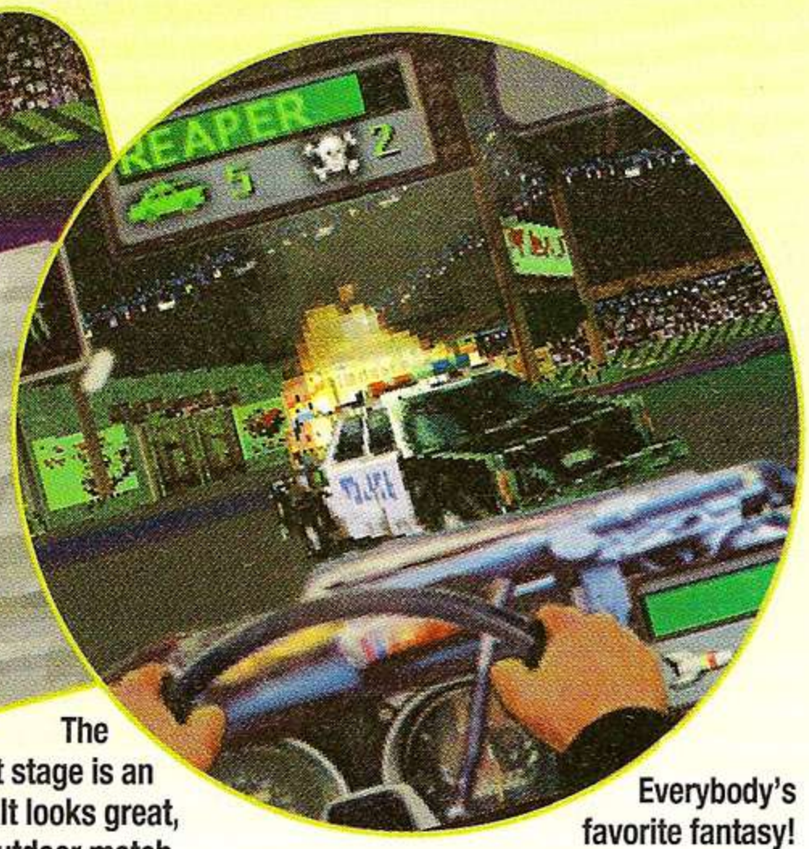
Enemies come from all directions to make *Krazy Ivan* a game that should serve up a good challenge.



The only finished enemy we saw was this red guy, who looks good even up close.



The first stage is an indoor warm-up. It looks great, but not as fun as the actual outdoor match.



Everybody's favorite fantasy! Here's for that parking ticket, you dirty rat!

Twisted Metal

Sony Imagesoft for PlayStation



Like we all haven't wanted to shoot down a clown at least one time in our lives.

The future may not hold much in the way of safety and security, but at least it's going to be fun. Well... that is if the future is anything like the one in *Twisted Metal*, a new search and destroy driving game. The difference that makes all the difference is that you're not forced to chase your enemies around an oval track. In fact, there is no track. In *Twisted Metal* you have literal run of the city. Take a spin on the highway, duck into an alley, check out the view from an overpass, the city is yours. Well, the city is not quite all yours. There will be a handful of other vehicles tooling about, and yeah, if you don't mind too much, they will probably be trying to blow you into a million pieces.

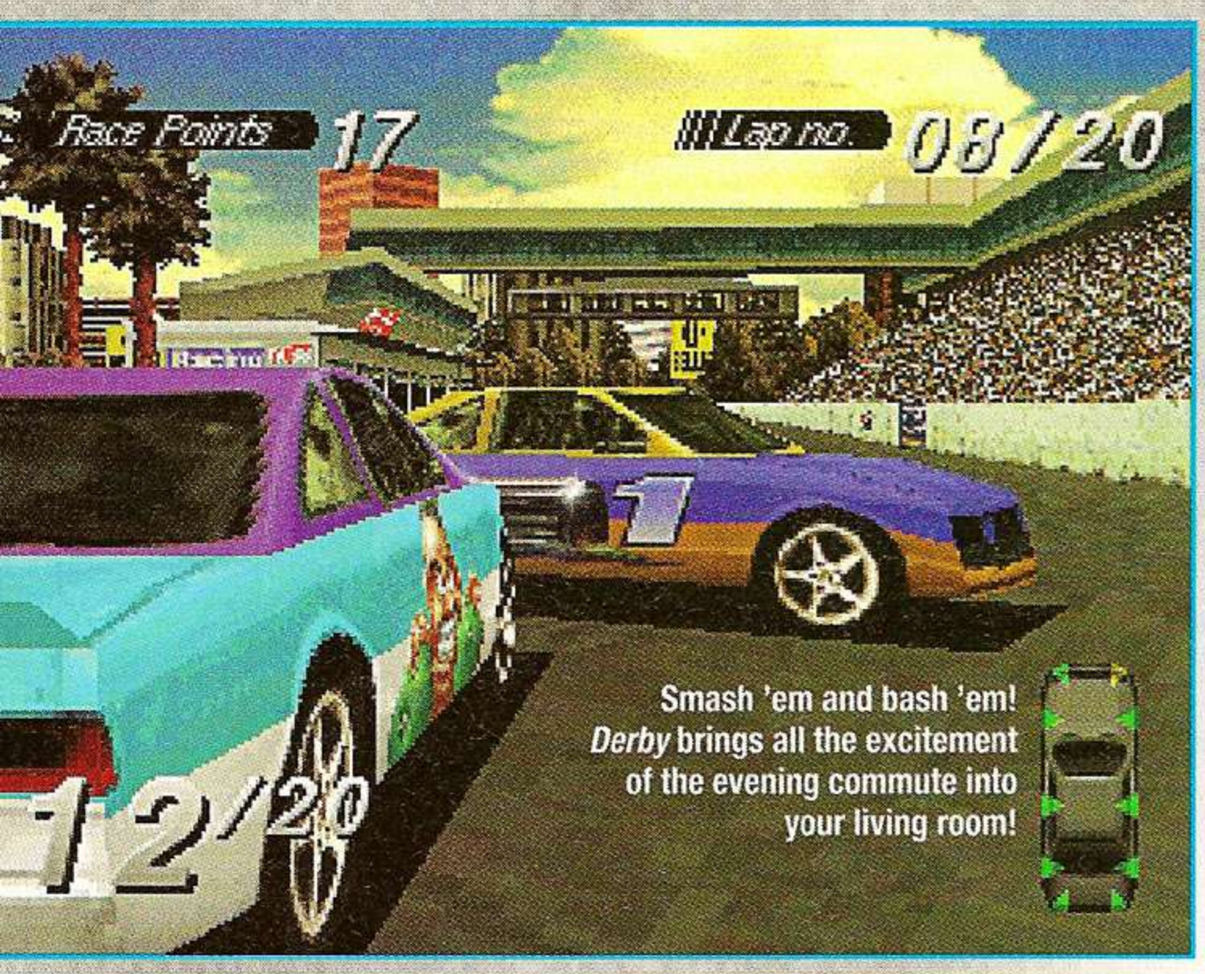
If *Twisted Metal* is half as good as the early demo we've been shown, then this one will most likely be something special. The ability to drive around the town with total freedom is an exciting prospect; one that we hope will start showing up in many more games. Keep your eyes on this one.



From what we've seen there is a good bit of this kind of incline/decline action.

Demolish'em Derby

Psygnosis for PlayStation



Smash 'em and bash 'em! *Derby* brings all the excitement of the evening commute into your living room!

Wipeout and *Krazy Ivan* look great, but this could be the game that re-establishes Psygnosis as a top-notch game maker. The early shots of this game look awesome.

This is a crash 'em up racing game that has some incredibly realistic wrecks and should be a game to be reckoned with. Not much is known of the options or even the final result of the gameplay. All we know is that this game looks like one we want in our office now! As we find out more on this crashing game we're gonna sing like a canary, and you, our lucky readers, will be there to absorb all its goodness.



The outstanding scenery looks quite a bit like Southern California.

Real Monsters

Viacom New Media for Super NES



Three little monsters walking in a row. What's going on? You decide where they go! — oh God...

This is based on Nickelodeon's animated series of the same name about, well, real monsters. It's an *Animaniacs*-style game that lets you switch between controlling three different characters, each with their own different talents, as they try to overcome all obstacles.



Check out this track! With mind-blowing curves and hills like this, *Wipeout* promises to be a major hit later this year!

WIPEOUT

Psygnosis For PlayStation



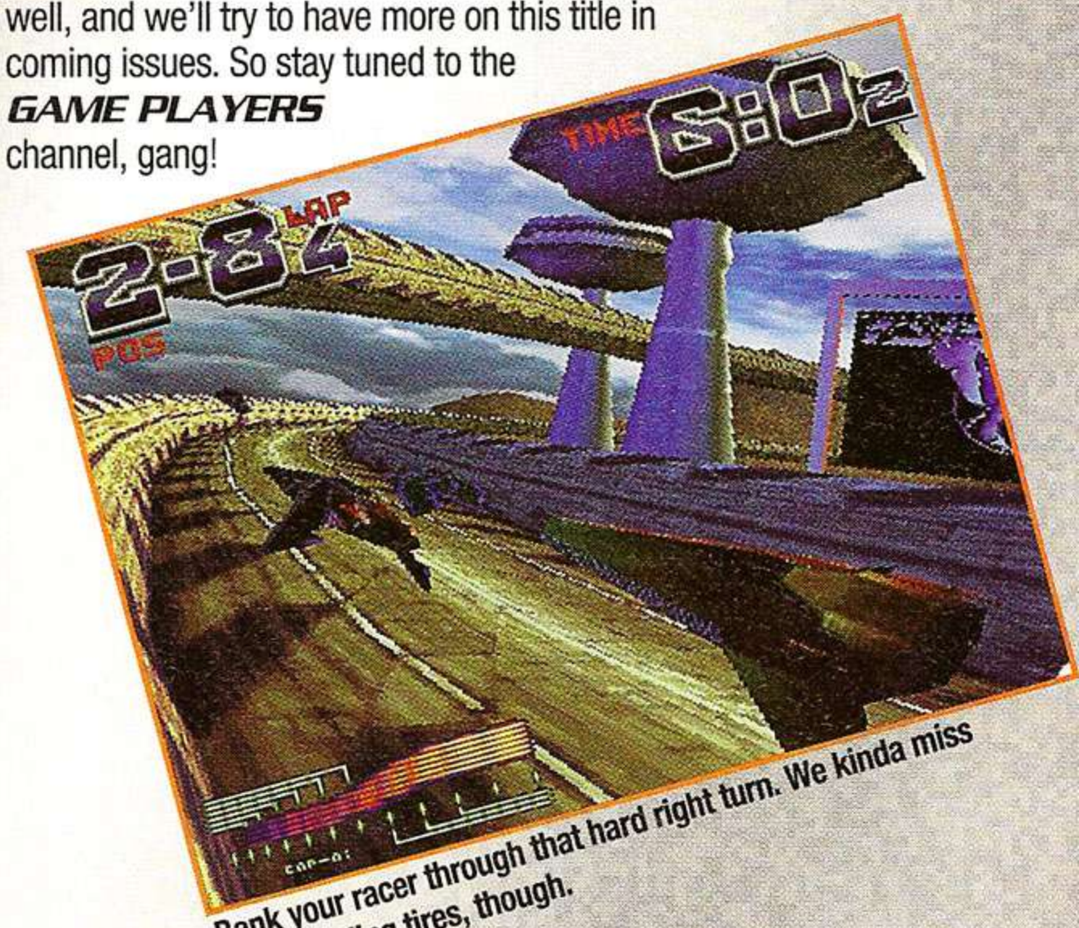
These two shots show some of the awesome graphics that *Wipeout* has, not to mention some winding tracks.

A futuristic *Ridge Racer* is the best way to describe this high-speed racing game. The developers are promising an astonishing 30 frames a second to make the gamer feel speed like never before. This game should be ready by launch of the PlayStation, and the early versions look hot. An incredible selection of tracks with jumps, drop-offs, and sharp turns go along with a hip techno soundtrack to make this a complete adrenaline rush for all the senses.

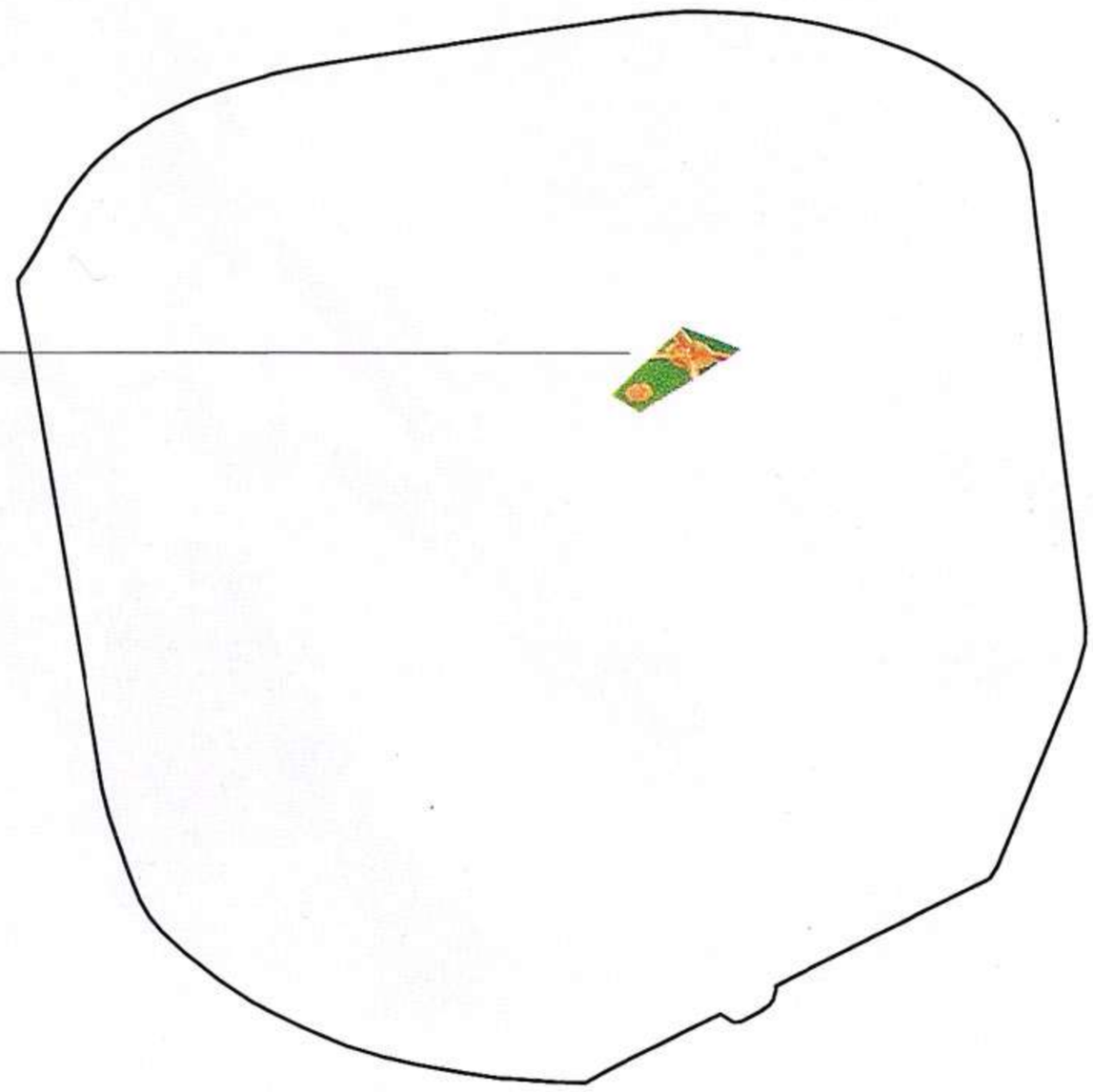
Wipeout also hopes to feature the PlayStation link-up, which allows people who have two PlayStations and two TV's (like us) to link up and go head-to-head without the annoying split-screen. The beginning rendered intro actually appears in a movie called *Hackers* — for more on this check out our Related News column in this very issue.

If things keep going as they are now, *Wipeout* could carve a niche for the futuristic racer. We hope all continues to go well, and we'll try to have more on this title in coming issues. So stay tuned to the ***GAME PLAYERS*** channel, gang!





Bank your racer through that hard right turn. We kinda miss the squealing tires, though.



{ figure 1 }

A detailed view of
World Series Baseball.®

If you're going to take the field



{ figure 2 }

A detailed view of
Triple Play '96.

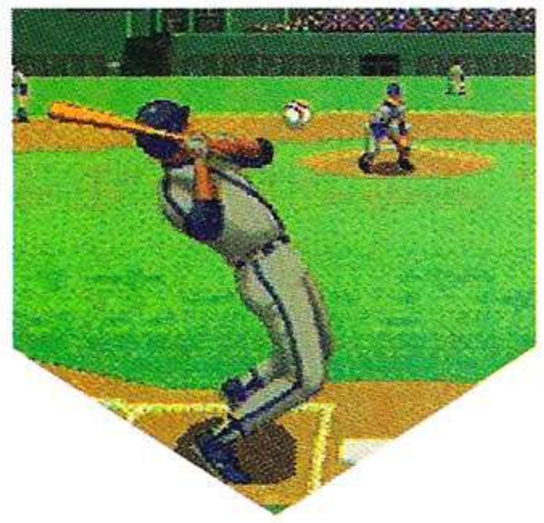






Ah, the sweet sound of
chin music. Now available in stereo.
Two batter/pitcher views to choose
from. Brush'em back in either one.
It's your call.

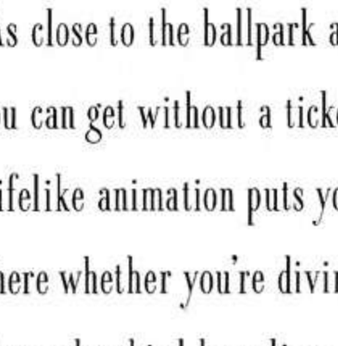


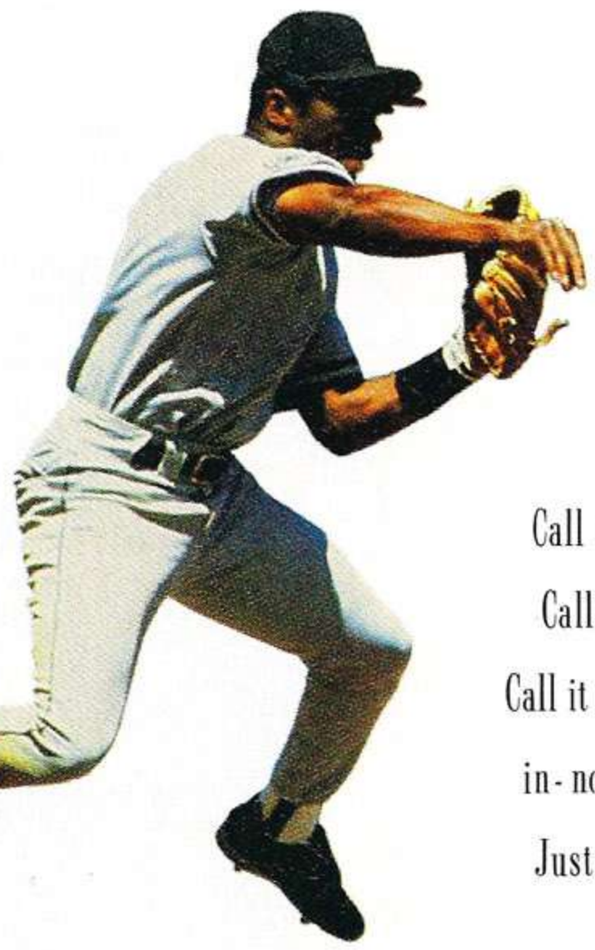


Take the

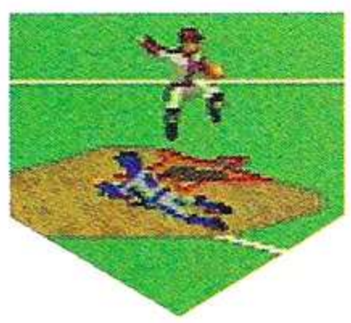
As close to the ballpark as
you can get without a ticket.
Lifelike animation puts you
there whether you're diving
down the third base line or
caught in a pickle between
second and third.



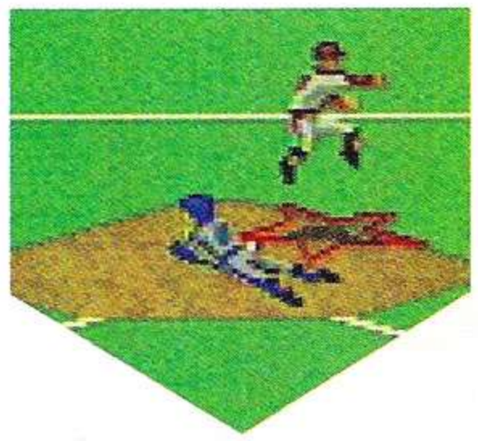








Call it a head-first slide.
Call it a take-out slide.
Call it a balls-out-I'm-goin'-
in-no-matter-what-slide.
Just don't call it an "out."



This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™ system.

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Get all the stats in TV style presentation. Updated 1995 rosters. Full season compilation mode. Use 'em to create players. Trade players. Edit teams. And become the first player/manager in recent history.



Whether you're pitchin' overhand or submarine, you've got the runner in the corner of your eye. He's on. He's off. He's out. Picked off.







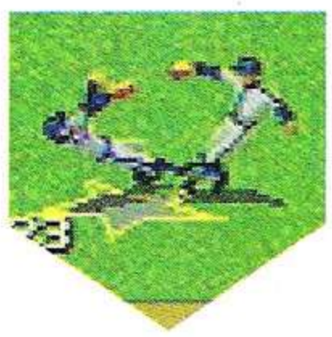
whole field



I got it. No, I got it. I got it. No, I got it. Wham. You both got it. Out cold. Watch where you're going or suffer severe player collisions.

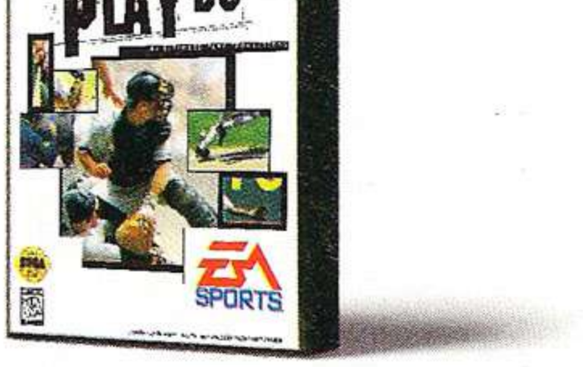






EA SPORTS

If it's in the game, it's in the game.™





Triple Play '96 is the first baseball game ever to deliver excitement beyond an oversized pitcher/batter interface. We took all of baseball. Edited the boring parts. And delivered an action-packed game that can only be described as "playing one continuous highlight reel." Go nuts.

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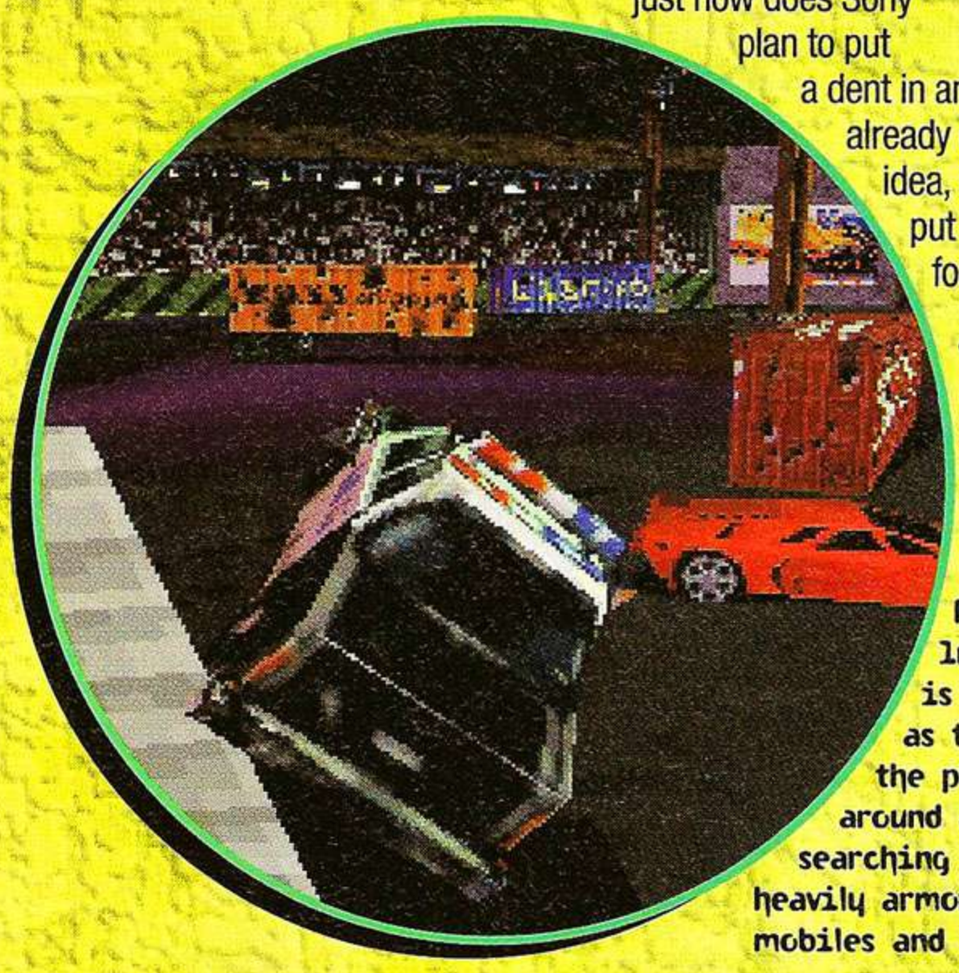
PlayStation



And Then There Were Three...

Can Sony compete with Nintendo and Sega? Hey — it's the other guys who are running scared... and with damn good reason, too!

Sony's entering the videogame biz? So what? Over the last couple years, every major company in the world has stuck their hand into our industry's cookie jar, and almost all of them floundered about, having had no idea what it was they were getting into. Being a company as big as Sony does have its advantages, but the fact that they have a lot of money doesn't insure success, and 'Joe Average videogamer' could care less that the company already has superb distribution channels. And if you asked most younger game players, more of them would probably know brands like Sega and Nintendo over Sony. So just how does Sony plan to put a dent in an already crowded market? I have no idea, but I'll tell you what — I can't put that crazy *Toh Shin Den* down for a minute!



Twisted Metal
The metal in *Twisted Metal* from Sony Imagesoft is only half as twisted as the plot: drive around a city searching for other heavily armored automobiles and fire away!

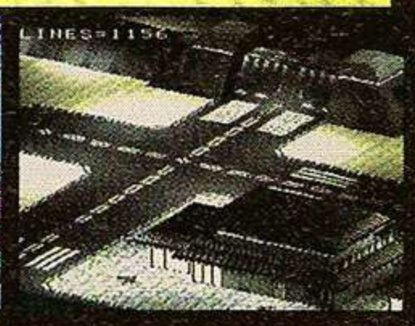


King's Field

Blazing Dragons



Jumping Flash



Syndicate Wars



Total Eclipse



The Hardware

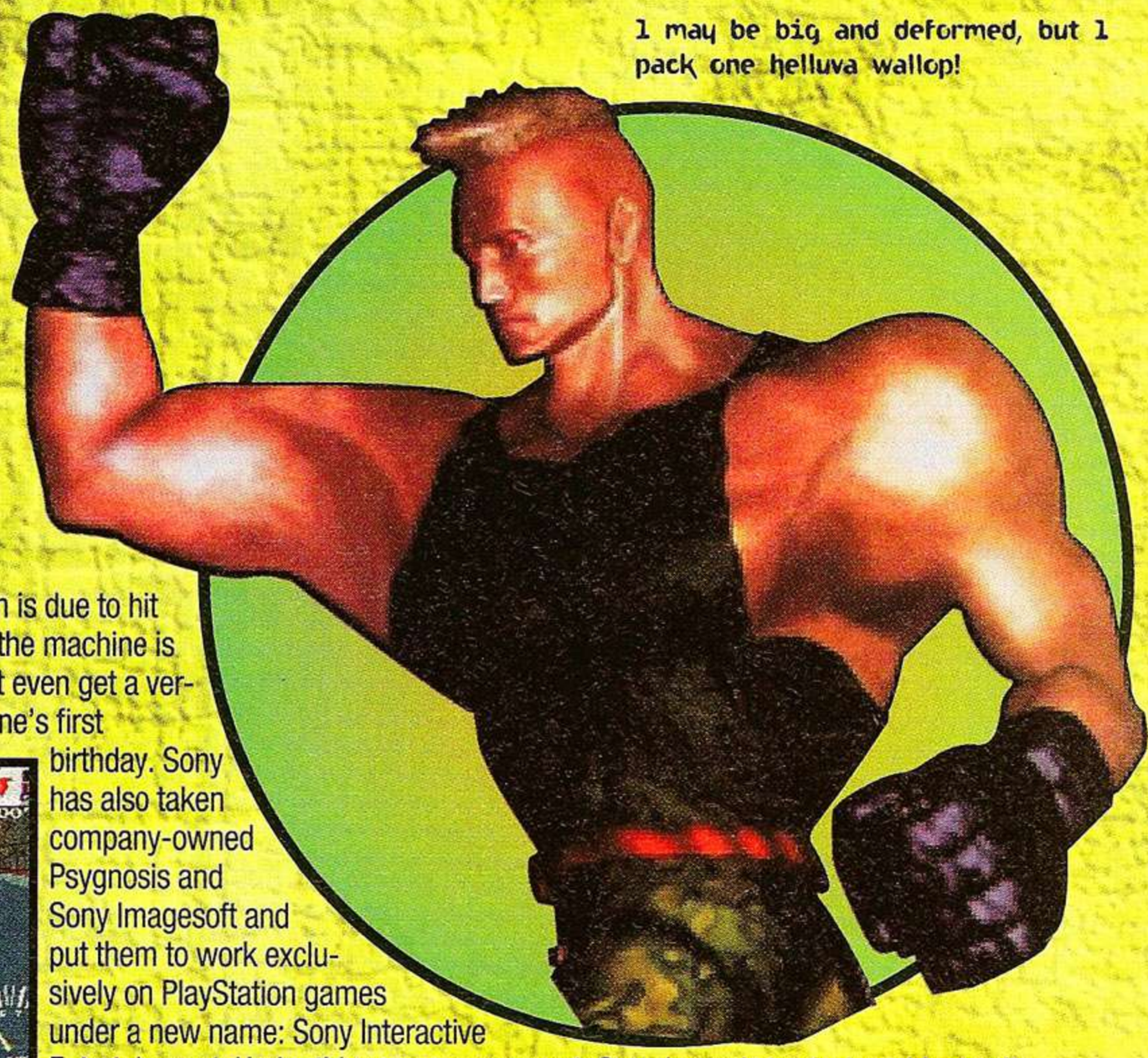
- **Power Button**
A handy thing to have if you want to turn it on.
- **Disc-Lid Open Button**
Kind of cheap-feeling, but it gets the job done.
- **Reset Button**
Resetting a CD takes a little longer than carts, so think twice.
- **Controller Ports**
Pretty standard stuff — pad connectors lock in solidly.
- **Memory Card Ports**
Unfortunately, you can't save directly to CD, so these little babies hold your game info.

Ghosts of Consoles Past

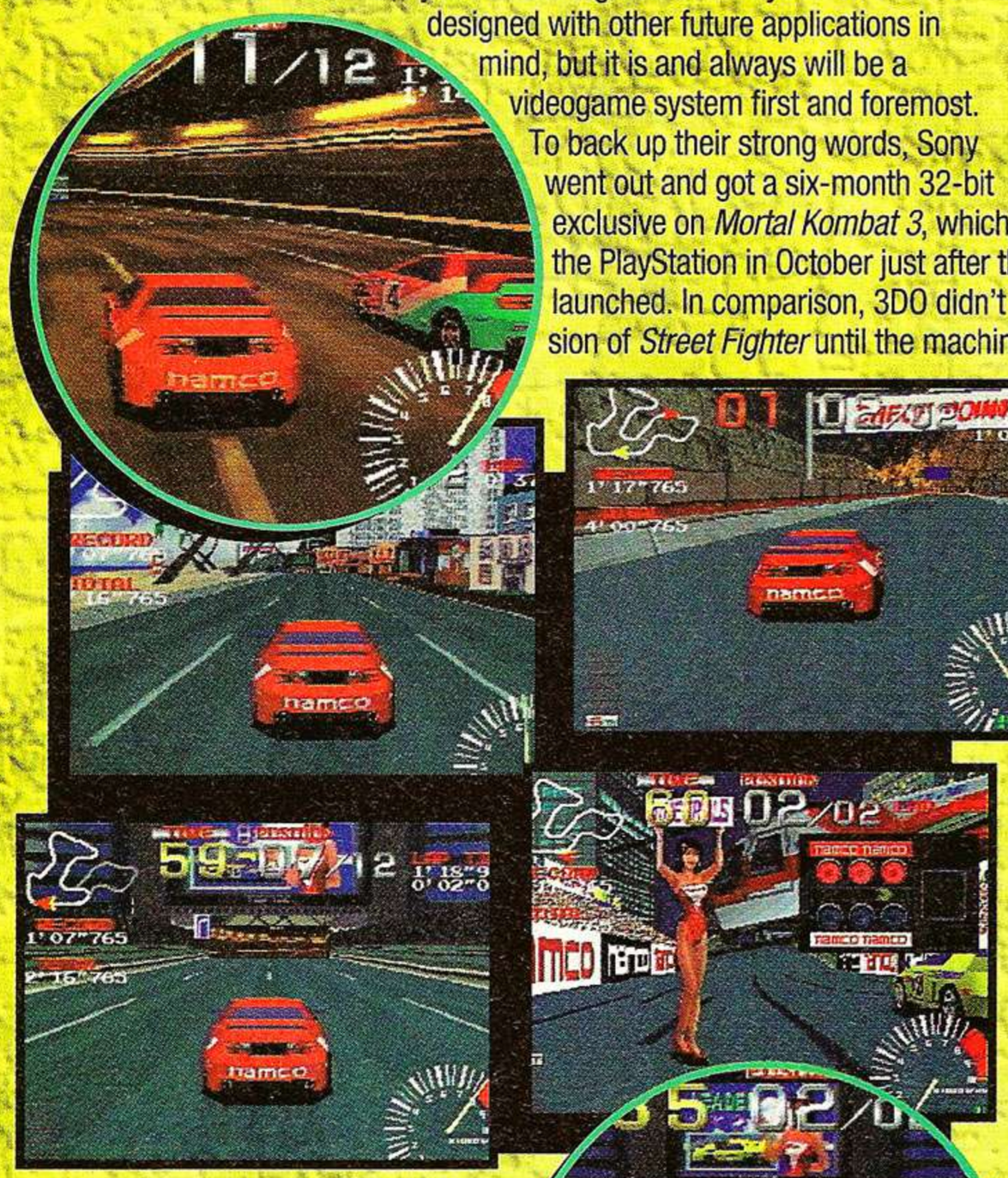
The last time the videogame industry was supposed to graduate to the 'next level', companies like 3DO and Phillips promised us multimedia dream machines that would not only play movies, music, handle our banking, and pretty much everything else short of cooking us breakfast. Somewhere in there, the games got lost. Neither company devoted near enough attention to producing hot original titles, so most gamers stuck with their 16-bit machines.

However, Sony's game plan — the RIGHT game plan — is to put quality games first, above and beyond all else, making the PlayStation a dedicated game console without any of that other fluff. That's not to say that Sony is so near-sighted that PlayStation wasn't designed with other future applications in mind, but it is and always will be a videogame system first and foremost.

To back up their strong words, Sony went out and got a six-month 32-bit exclusive on *Mortal Kombat 3*, which is due to hit the PlayStation in October just after the machine is launched. In comparison, 3DO didn't even get a version of *Street Fighter* until the machine's first birthday. Sony has also taken company-owned Psygnosis and Sony Imagesoft and put them to work exclusively on PlayStation games under a new name: Sony Interactive Entertainment. Under this new arrangement, Sony is ready to start working on its Marios, Sonics and Zeldas — the types of games that drive sales.



I may be big and deformed, but I pack one helluva wallop!



Ridge Racer
This arcade favorite has been translated into one of the PlayStation's strongest titles. All the speed and realistic graphics are here, along with a feature that allows the player to pick his own racing soundtrack.

Wooing the Industry

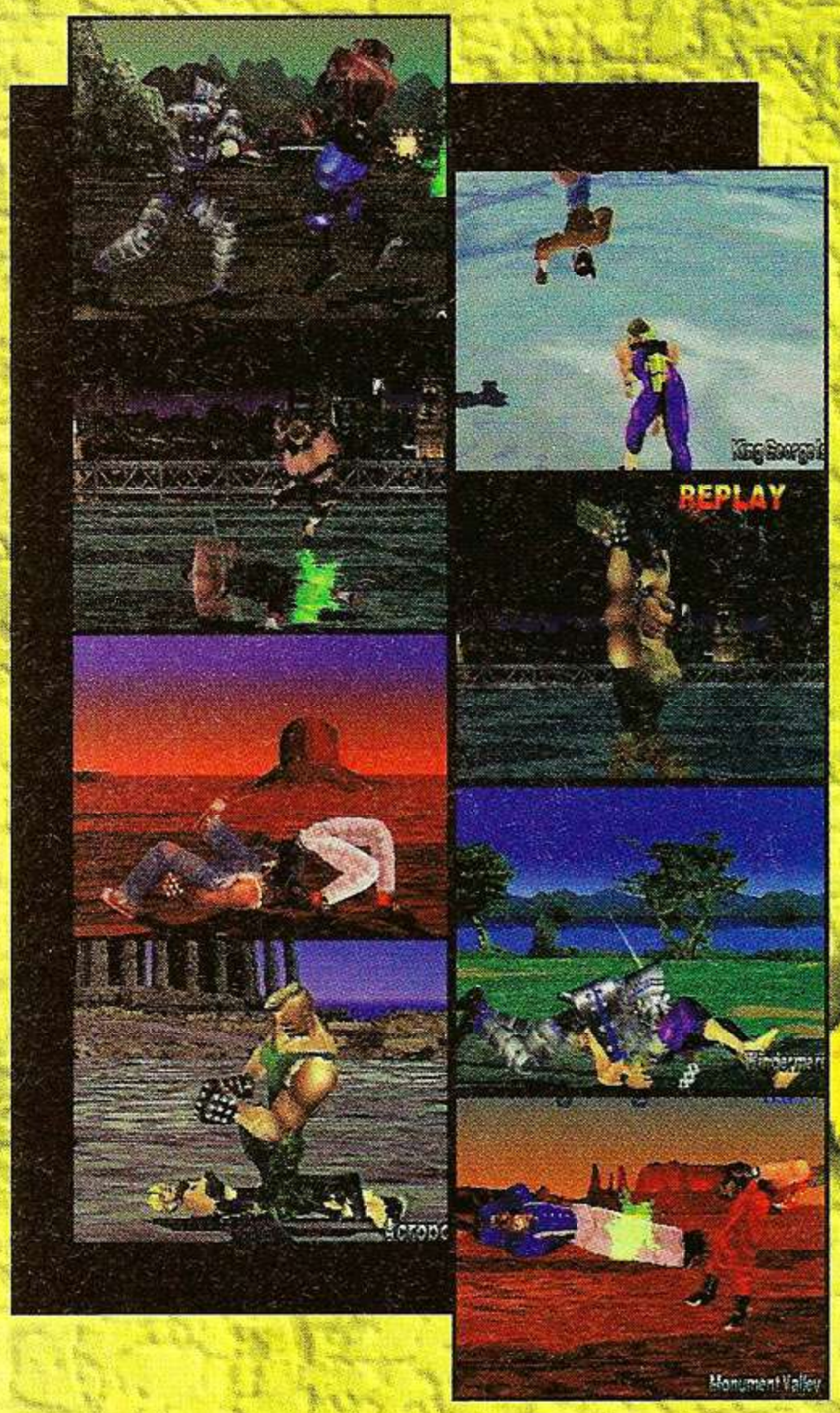
Perhaps best of all, everyone enjoys developing for the PlayStation. It's easier to learn than the Saturn, and it's a helluva lot cheaper to make CDs than cartridges. Developers have been desperate to find a viable alternative to the straightjacket business policies of Nintendo and Sega, and after a disappointingly slow start for 3DO, many companies are pinning their hopes on PlayStation.

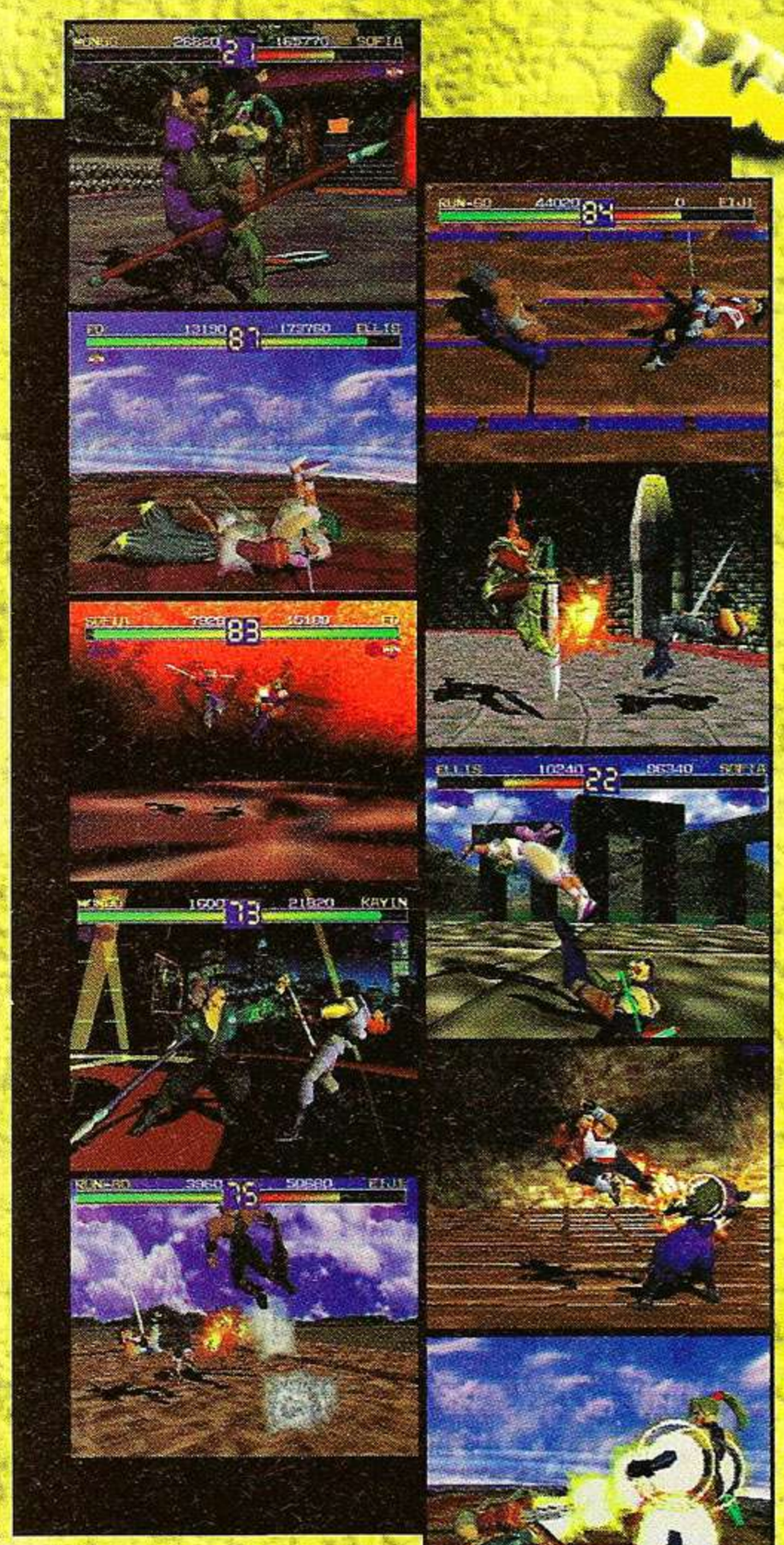
Still, Sony seems to have taken more than a few pointers from its rivals. Control has always been an important aspect of Nintendo and Sega's practices, and Sony has gone to great lengths to cover all the bases. For example, the PlayStation's trademark black CDs, which on the surface are simply cool and different-looking, also serve a purpose — they're nigh-impossible to copy. If you want to make a PlayStation CD, you have to go through Sony.

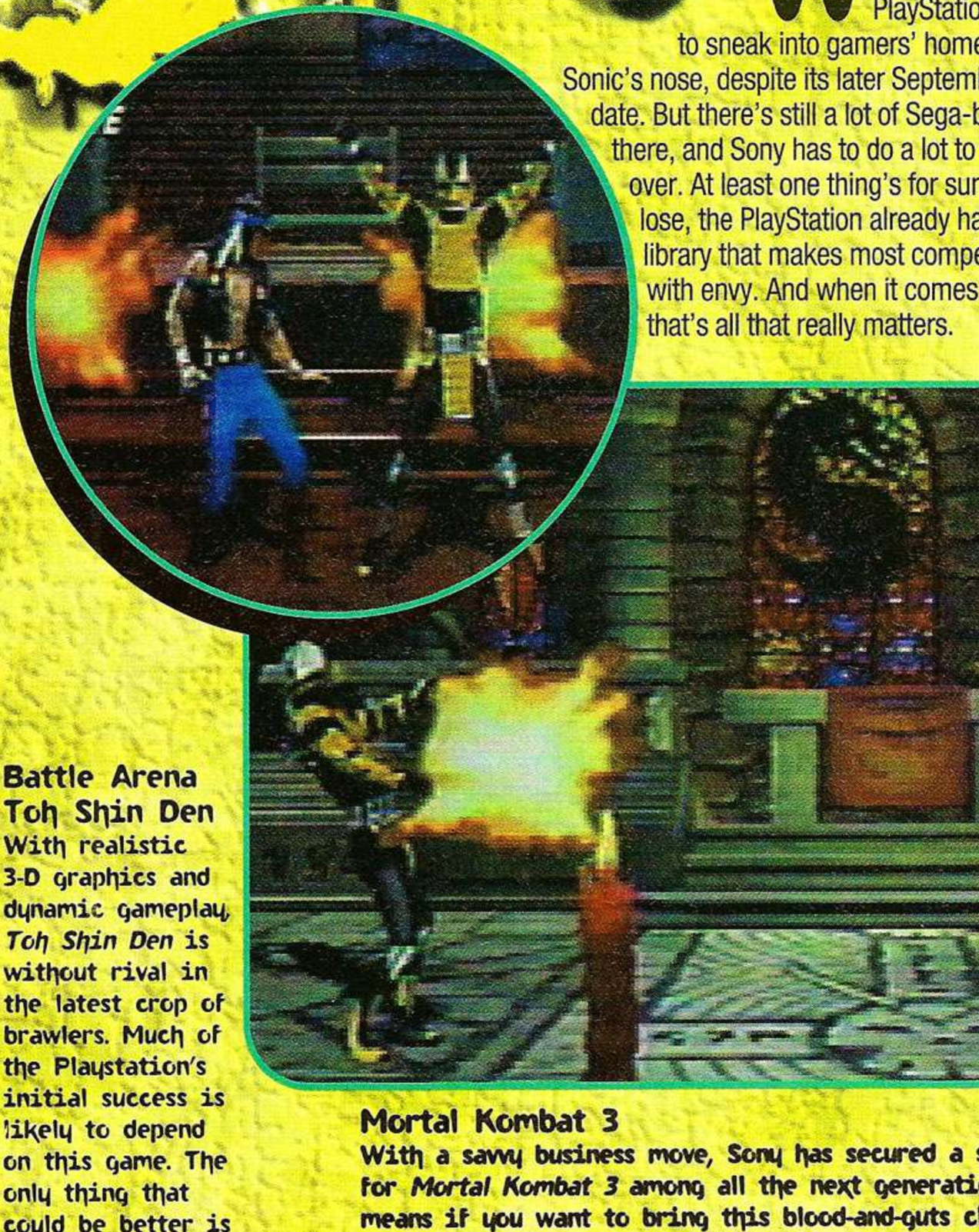


The Controller

- **Action Buttons**
Laid out just like the Super NES pad, but with wonky symbols on each one.
- **Select & Start Buttons**
More standard stuff. This thing is looking more and more like a Super NES pad...
- **Directional Pad**
Good and solid-feeling, but separated through the middle. A little hard to do traditional fighting-game moves.
- **Shoulder Buttons**
Two on each side, one for your index finger and one for your middle finger. Allows for more unique control options, especially in a 3-D environment.
- **Hand Grips**
Fits snugly in the palms of your hands so that it doesn't fly across the room when the action heats up.







Tekken
Strangely enough, though both *Tekken* and *Toh Shin Den* are 3-D fighters, it is difficult to consider their vastly different styles in the same arena. *Tekken* is a far more straight forward 'punch-and-kick' style game, with no 'magic' moves. The appearance of depth is not quite as convincing as in *Toh Shin Den*, but there is nothing quite as satisfying in any fighting game as the bone crushing moves in *Tekken*.

Let's Get Ready to Rumble!

With a cheaper price tag than Saturn ($299), PlayStation is positioned to sneak into gamers' homes right under Sonic's nose, despite its later September 9th release date. But there's still a lot of Sega-brand loyalty out there, and Sony has to do a lot to win players over. At least one thing's for sure — win or lose, the PlayStation already has a software library that makes most competitors green with envy. And when it comes right down to it, that's all that really matters.

Battle Arena Toh Shin Den
With realistic 3-D graphics and dynamic gameplay, *Toh Shin Den* is without rival in the latest crop of brawlers. Much of the Playstation's initial success is likely to depend on this game. The only thing that could be better is *Toh Shin Den 2* [hint, hint].

Mortal Kombat 3
With a savvy business move, Sony has secured a six-month exclusive for *Mortal Kombat 3* among all the next generation machines. That means if you want to bring this blood-and-guts classic homeon 32-bit, you'll have to come to the Playstation, or wait for the other guys to catch up. Expect this one to be a carbon copy of the arcade version.



Cool Spot



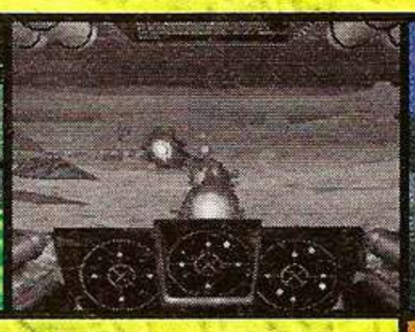
Wipeout



Street Fighter: The Movie Game



Assault Rigs



Top: Razor Wing
Corner: Metal Jacket
Right: G-Police



East Meets West

Over in Japan the PlayStation has come on strong, although it has been overshadowed by Sega's Saturn from the start. Most of this can be attributed to *Virtua Fighter*, which is just as popular in Japan as *Mortal Kombat* is here in the US. But with more and more attention turning towards the newer, better polygon brawlers on the PlayStation (i.e. *Toh Shin Den* and *Tekken)*, the 32-bit race is currently on fire in Japan.

Similar things should happen on our shores this fall. With Nintendo's Ultra 64 recently dropping out of the picture for the '95 holiday season, that leaves Sony and Sega in a two-man race for gamers' holiday dollars. Expect other contenders, such as 3DO's new M2 technology and a cheaper Jaguar from Atari, to continue to carve out a decent niche for themselves, but at best they'll be jockeying for third place. Come this fall, no one will be able to withstand Sony and Sega's videogaming onslaught.



Kileak: The DNA Imperative
Kileak is another in what promises to be a long list of *DOOM*-style action games. Nice job with the graphics, though.



Slam 'N' Jam

3-D Baseball

Warhawk

ESPN Extreme

Air Combat

Off-World Interceptor

Raiden Project

Crime Crackers

Cybersled

Picture-packed Goodness

Sony has all of the top developers working hard on hot PlayStation titles. Just take a look for yourself!!!



Boxer's Road

Krazy Ivan

Extreme Power



Motor Toon Grand Prix

And More On The Way

NBA Jam TE	Acclaim
Darkstalkers	Capcom
Waterworld	Interplay
Casper	Interplay
Descent	Interplay
Rock 'N' Roll Racing	Interplay
Shockwave	EA
Road Rash	EA
Magic Carpet	EA/Bullfrog
Wing Commander 3	EA
Psychic Detective	EA
PGA	EA
Steel Harbinger	Mindscape
Destruction Derby	Psygnosis
Agile Warrior: F111X	Virgin
Project Overkill	Konami
Policenauts	Konami
Alien Trilogy	Acclaim
Judge Dredd	Acclaim

the adventures of BATMAN™ & ROBIN™


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Start chillin'!
Mr. Freeze wants **Batman** iced, but the **Dark Knight** has his own plans for turning up the heat in **Gotham City**!

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Deal a winning hand! **Mad Hatter**'s goons try and stack the deck, but Batman's ready to cut the cards!



Now on Broadway!
Fly high above the skyscrapers of Gotham City to battle thugs at every turn!

the adventures of BATMAN & ROBIN™

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New MTV cards from FLEER.
Fresh, tasty and anything but wholesome.

FLEER ULTRA MTV ANIMATION

MUSIC TELEVISION

Available June, 1995.

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Here's the part of the book that scares the bejeezus out of all those game designers. Yep, that's right — it's the Reviews section — and all those games can run, but there's no place for them to hide!

THE GAME PLAYERS ULTIMATE AWARD

We hope you realize just how hard it can be for a game to get one of these things! When a game has one of these, it means it scored at least a 90% with our reviewing staff. That ain't easy!

INFO — *What we got here is the real deal — the lowdown on the hoedown!*

REVIEWER — *This is a real guy, not some lame cartoon character with a phoney nickname!*

OPINION — *Real opinions from real reviewers who really play games for a living!*

The Rocket Science:

Each category of our scoring boxes is given a 'weight' — the higher the weight, the more important the category. We multiply each category's score by the weight, total them up and divide the answer by 18, which is the total of all the weights combined. The resulting number is multiplied by ten to compute the final score for the game.

Graphics:	**Weighted by a factor of two.**
Music & Sound FX:	**Weighted by a factor of one.**
Innovation:	**Weighted by a factor of one.**
Gameplay:	**Weighted by a factor of eight.**
Replay Value:	**Weighted by a factor of six.**

SCORE — *No bribery here — if a game sucks, we'll let you know!*

100% Flawless — 90% Excellent — 75% Very Good
60% Good — 50% So-So — 30% Total Crap!!!

32X review

GENRE / shooter
PLAYERS / 1 or 2
SIZE / 16 Megs
SAVE FEATURE / none
PUBLISHER / Sega
DEVELOPER / Sega
AVAILABLE / now
PRICE / $59.99

ZAXXON'S MOTHERBASE 2000



*Always anxious to make an impression, **Patrick Baggatta** called upon the ghost of video games past and called him a big, fat, ugly wimp.*

Recently, the movement towards retro-gaming has resurrected such titles as *Pitfall*, *Donkey Kong* and ... This is all fine and good as long as the titles allow themselves to benefit from the great strides in technology over the last 10 years. The most recent addition to the list is *Zaxxon's Motherbase 2000*, a thoroughly disappointing version of the much-heralded, and for the most part, much-enjoyed three-quarter-view space shooter.

The most notable feature of the original was the fact that not only was the view kinda 3-D (it was a good try, anyway), but your ship could change its altitude to avoid different obstacles. Even if this was frustrating at times (and it was), at least it was a new challenge. Unfortunately, this feature did not make it to the new version which, aside from a little hopping move, keeps you flat on the ground the whole time.

If the lack of vertical movement was the only problem with this game than perhaps it could be forgiven, but that's not the case. The game's speed slows down when the action gets hot. The graphics are uninspired and unnecessarily busy, and finally the controls are sluggish and awkward. All in all, the original *Zaxxon* was a far better game. **GP**



The triple fire gun is obtained from one of the enemies along the way.

A feature not included in the original is the ability to change weapons by hopping on enemies.

The small ship is tragically low on fire power, especially when compared to the first ship.



Don't get too attached to this particular ship because it goes away after the first stage.



There is a little two-player mode where players face off and do direct battle with each other. The fun doesn't last long, though.



The ability to move vertically would be particularly useful when it comes to fighting enemies that fly overhead. Too bad.

GRAPHICS: 4
- Some of the backgrounds are fairly nice.
- The enemies are real blocky looking.

MUSIC & SOUND FX: 7
- The music is diverse and is somewhat entertaining.
- Some of the rhythms are abrasive.

INNOVATION: 3
- It took all the innovation in the original *Zaxxon* and removed it.
- This isn't even a good 2-D shooter.

GAMEPLAY: 3
- The 'hopping' feature is kinda fun.
- The controls are sluggish and most often frustrating.

REPLAY VALUE: 4
- There is plenty of challenge here.
- It is overly tough in some scenes, making it frustrating.

36%
OVERALL GP RATING

42 GAME PLAYERS July 1995

JUSTICE TASK

SUPER NES

TEEN T AGES 13+

GENRE / fighting
PLAYERS / 1 or 2
SIZE / 20 Megs
SAVE FEATURE / none
PUBLISHER / Acclaim/Sunsoft
DEVELOPER / Blizzard Entertainment
AVAILABLE / now
PRICE / $69.99



Since Jeff Lundrigan wanted to be a superhero, we gave him a Batman towel. Now he keeps jumping off his desk and screaming 'Beware the Caped Crusader!'



There are eight fighters to choose from — which really ain't a lot these days.

Well, it's finally here, after a half-dozen push-backs and delays, you can at last play the *Justice League* fighting game. Was it worth the wait? Well, yes and no.

As this sort of thing goes, it's not bad at all. It looks reasonably good and controls well. The special moves are easy to pull off, mostly simple fireball-type stuff (no bizarre *Samurai Shodown* combinations), and there are a total of eight fighters — not a huge number, but enough.

However, it's tough to get around the fact that this is just another fighting game. While the special moves are based on each character's comic book powers, they're basically the same moves you've seen before dozens of times. It's not animated especially well, and besides the DC characters, there's no hook or gimmick to distinguish it from any other brawler.

The bottom line is that it's a solidly made 2-D sprite-based fighting game, no better or worse than a hundred other titles. If you've absolutely got to have every fighting game ever made, or you're the world's biggest DC fan, then by all means check it out. Otherwise, it's mostly good for about a half hour of excitement, followed by a lot of yawning. **GP**



To its credit, the game looks pretty good. The characters are a pretty decent size, and the backgrounds are easy on the eyes.



The action is fast, and the control is fine, but even though the moves are based on the character's powers, you've seen all this stuff in a fighting game before.



The 'story' mode is ridiculous. Darkseid is invading Earth and you battle the other Justice League members to 'gain their help.' Yeah right. I always help the guy who beat me to death.



There's nothing really wrong with *Justice League Task Force*, but although Cheetah's victory butt shot might perk your interest for a second, there's not much to keep you coming back either.

8 GRAPHICS

- The graphics are colorful and clear.
- The animation is a little stiff.

8 MUSIC & SOUND FX

- Actually, the music ain't bad.
- Still, it's not exactly earth shaking either.

4 INNOVATION

- There's never been a fighting game with DC characters before.
- You've seen all of this before.

6 GAMEPLAY

- The controls are fairly smooth.
- How many more fireballs can you throw? This is dull.

7 REPLAY VALUE

- It's a fighting game with DC characters.
- It's a fighting game like many others.

65%
OVERALL GP RATING

LEAGUE FORCE

TEEN T AGES 13+

action / GENRE
1 / PLAYERS
16 Megs / SIZE
none / SAVE FEATURE
Acclaim/Sunsoft / PUBLISHER
Condor / DEVELOPER
now / AVAILABLE
$59.95 / PRICE

GENESIS



It's been years since he heard the horrified screams of women and children, but it was time for Mike Salmon to don the old trench coat and resume his dubious duties as The Flash.





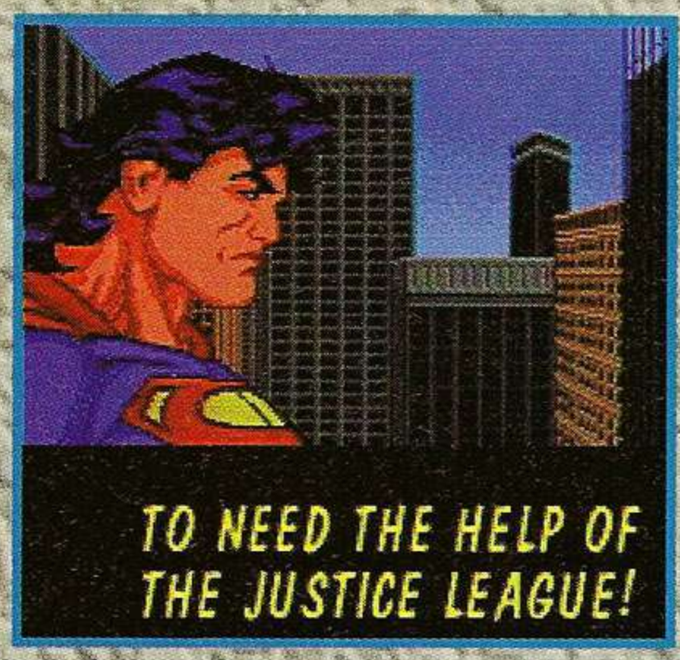
Squint your eyes and try to tell which game is which. Some originality would be nice.



← LOOK FAMILIAR?



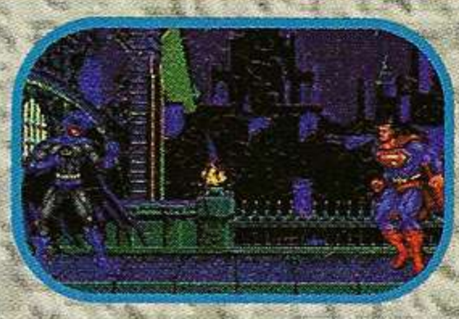
Special moves like Superman's cold breath are pulled off just like any other fighting game and do the same type of damage, making the fighting the same, too.



Oh look, a story mode. The Superhero of your choice battles through a ridiculous storyline just like any other fighting game.



Wonder Woman and Cheetah give you the usual busty female fighters, which makes this even more like other fighting games.



Unless Batman's got a Utility Belt full of Kryptonite, he's gonna get his ass whupped, but good.

There are two questions that have boggled the great minds of the world for years: 'Nature vs. nurture, do humans learn or are we instinctive beasts?' and 'can anyone beat Superman in a fair fight'? While debates may continue on nature vs. nurture, *Justice League Task Force* settles the score on that Superman thing.

While a superhero fighting game is a great idea, it is long overdue. Four years ago *Justice League Task Force* would've set the gaming world ablaze. However, nowadays the 2-D, sprite-based brawler is becoming more and more tiresome. Even the injection of superhero characters isn't enough to resurrect this dying genre, especially when the game is done as generically as this one.

As The Flash, Superman, Batman, Aquaman, Green Arrow, Wonder Woman, Cheetah, Despero, or Darkseid you are able to pull off typical special moves that are in-line with each character's comic-book powers. This could make for some interesting fights — unfortunately, it doesn't. None of the characters strengths or weaknesses are exploited well enough. *JLTF* is a typical punch, kick, and block fighting game like the hundreds before it.

Squint your eyes when playing this game, and you swear you're playing *Power Instinct, Fatal Fury, Art Of Fighting,* or any other fighting game. That doesn't mean *Justice League Task Force* is bad, it's just another fighting game that isn't any better or worse than the gazillion that are already on the market. **GP**

GRAPHICS 6
- Backgrounds are smooth and boring.
- Graphics can't compare with the sharper Super NES.

MUSIC & SOUND FX 9
- The techno soundtrack is the best part of this game.
- Poor sound f/x interrupt the groove.

INNOVATION 4
- You can finally decide who's the toughest superhero.
- Other than that, this game has nothing new.

GAMEPLAY 6
- Simple special moves make for some decent fights.
- The lack of flair makes for many yawns.

REPLAY VALUE 7
- You can control your favorite DC character.
- If you squint your eyes you can see other *SF* wannabe's.

63%
OVERALL GP RATING

SHADOW SQUADRON

KIDS TO ADULTS K-A AGES 6+

32X

GENRE / shooter
PLAYERS / 1 or 2
SIZE / 16 Megs
SAVE FEATURE / none
PUBLISHER / Sega
DEVELOPER / Sega
AVAILABLE / now
PRICE / $59.99



Always eager for something to go BOOM, Patrick Baggatta taped five M-80s to his face for this review. Don't worry, we stopped him before the last two went off.

Wide, Wild Open Spaces!

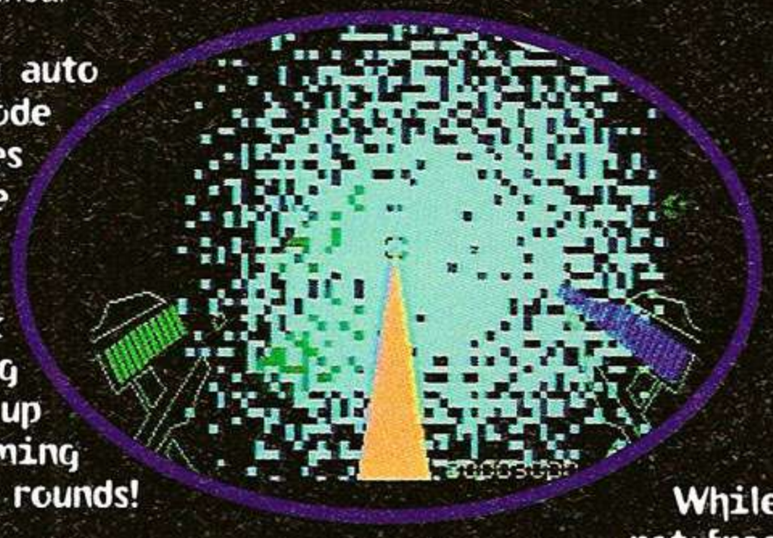


The numbered tracking feature of approaching ships offers a feeling for the depth of space.



In space, everyone will hear you scream as you dodge these asteroids!

The very idea of space has always meant, among other things, a great freedom to travel about in any and every direction. Unfortunately, until recently this has not been an option in very many space games, especially ones with a first-person perspective. *Shadow Squadron* manages to defy the constraints of guided space travel with a first-person (or behind the ship) romp through open space. All the frustration of linear flight routes in games like *Starblade* or *Cobra Command* is gone and what's left is an invitation to fly about at will blasting enemy ships both large and small.



The auto pilot mode leaves little time for anything but blowing up incoming enemy rounds!



While not free roaming, the auto pilot feature still takes you on a trip into deep space.



The behind-the-ship view gives a good idea of the size of the larger ships.

Beyond the ability to fly wherever you choose there's not much else to this game by way of innovation, but there is a healthy measure of action, speed and challenge. The controls are extremely easy to master, and the choice of perspectives is a valuable and well-executed feature. However, *Shadow Squadron* falls tragically short in the sound department which seems tacked-on at a later stage in production. The background graphics share the same last-minute feel as the music, but the enemy ships and some of the explosions look pretty good. In the saturated genre of space shooters, *Shadow Squadron* has just enough innovation combined with solid game play to make it one to stand slightly taller than its competition. **GP**



The pre-battle screen gives an initial idea for what sort of mission awaits.

6 GRAPHICS

- Larger ships, asteroids, and explosions look pretty good.
- The background is as flat as could be.

3 MUSIC & SOUND FX

- The music is really quite sub-standard.
- The sound effects are adequate at best.

7 INNOVATION

- Free-flying in space is not exactly new, but it is rare.
- The object is to blow up everything.

8 GAMEPLAY

- The controls are accurate and easy.
- The auto pilot feature is almost like not playing at all.

7 REPLAY VALUE

- Levels are hard enough to keep you coming back for more.
- Each level is pretty much the same.

71%

OVERALL GP RATING

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ZAXXON'S MOTHERBASE 2000

32X

GENRE / shooter
PLAYERS / 1 or 2
SIZE / 16 Megs
SAVE FEATURE / none
PUBLISHER / Sega
DEVELOPER / Sega
AVAILABLE / now
PRICE / $59.99

KIDS TO ADULTS K-A AGES 6+



Always anxious to make an impression, Patrick Baggatta called upon the ghost of video games past and called him a big, fat, ugly wimp.





The triple-fire gun is obtained from one of the enemies along the way.

A feature not included in the original is the ability to change weapons by hopping on enemies.



The small ship is tragically low on fire power, especially when compared to the first ship.

Recently, the movement towards retro-gaming has resurrected such titles as *Pitfall, Donkey Kong* and *Tempest*. This is all fine and good as long as the titles allow themselves to benefit from the great strides in technology over the last 10 years. The most recent addition to the list is *Zaxxon's Motherbase 2000*, a thoroughly disappointing version of the much-heralded, and for the most part, much-enjoyed three-quarter-view space shooter.

The most notable feature of the original was the fact that not only was the view kinda 3-D (it was a good try, anyway), but your ship could change its altitude to avoid different obstacles. Even if this was frustrating at times (and it was), at least it was a new challenge. Unfortunately, this feature did not make it to the new version which, aside from a little hopping move, keeps you flat on the ground the whole time.



Don't get too attached to this particular ship because it goes away after the first stage.



There is a little two-player mode where players face off and do direct battle with each other. The fun doesn't last long, though.

If the lack of vertical movement was the only problem with this game than perhaps it could be forgiven, but that's not the case. The game's speed slows down when the action gets hot. The graphics are uninspired and unnecessarily busy, and finally the controls are sluggish and awkward. All in all, the original *Zaxxon* was a far better game. **GP**



The ability to move vertically would be particularly useful when it comes to fighting enemies that fly overhead. Too bad.

4 GRAPHICS

- Some of the backgrounds are fairly nice.
- The enemies are real blocky looking.

7 MUSIC & SOUND FX

- The music is diverse and is somewhat entertaining.
- Some of the rhythms are abrasive.

3 INNOVATION

- It took all the innovation in the original *Zaxxon* and removed it.
- This isn't even a good 2-D shooter.

3 GAMEPLAY

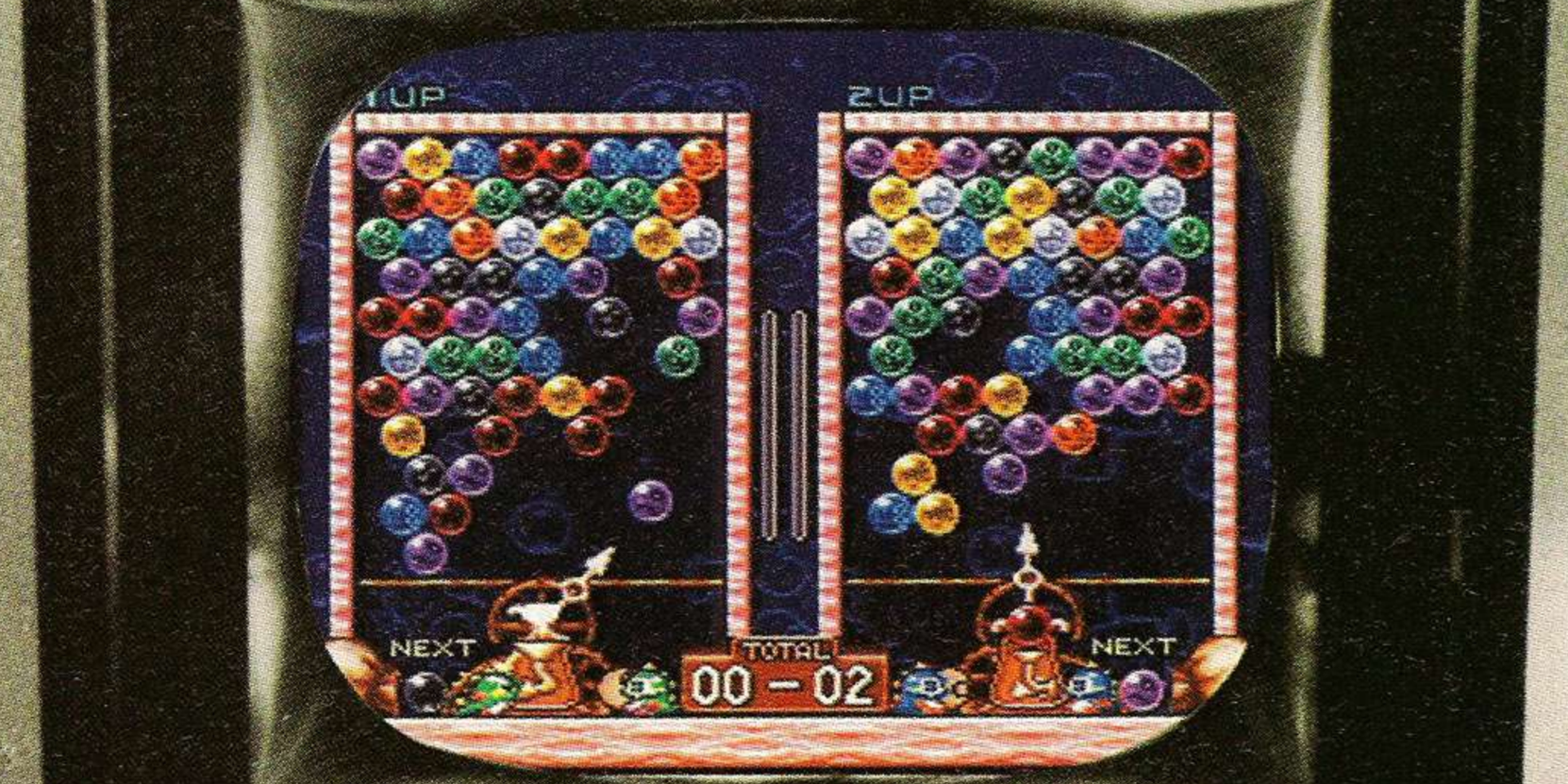
- The 'hopping' feature is kinda fun.
- The controls are sluggish and most often frustrating.

4 REPLAY VALUE

- There is plenty of challenge here.
- It is overly tough in some scenes, making it frustrating.

36%
OVERALL GP RATING

IT'S WHAT TV WAS INVENTED FOR...BUST A MOVE!





Bust-A-Move is the new puzzle solving game that will have you busting for hours. Line up three of the same color balloons and bust them before they come towering down.

You can play alone or split the screen to bust a friend. There's even a handicapping option so the whole family can play. Find out what TV was invented for and Bust-A-Move!

TAITO™

Taito America Corporation

GEX

3DO

GENRE / action
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / one per level
PUBLISHER / Crystal Dynamics
DEVELOPER / Crystal Dynamics
AVAILABLE / now
PRICE / $59.99

KIDS TO ADULTS
K-A
AGES 6+



A game about a TV addicted character who sticks to walls and eats bugs? Hmm... we got a guy just like that! Jeff Lundrigan, get in here!

You know, it wasn't until somebody pointed it out to me that I realized there haven't been any side-scrolling action games at all for 3DO. Somehow, in the two years since the system made its debut, there hasn't been a single cute character running from left to right, jumping on enemies' heads. Well, you can all go to bed tonight resting a little easier, because *Gex* has finally arrived.

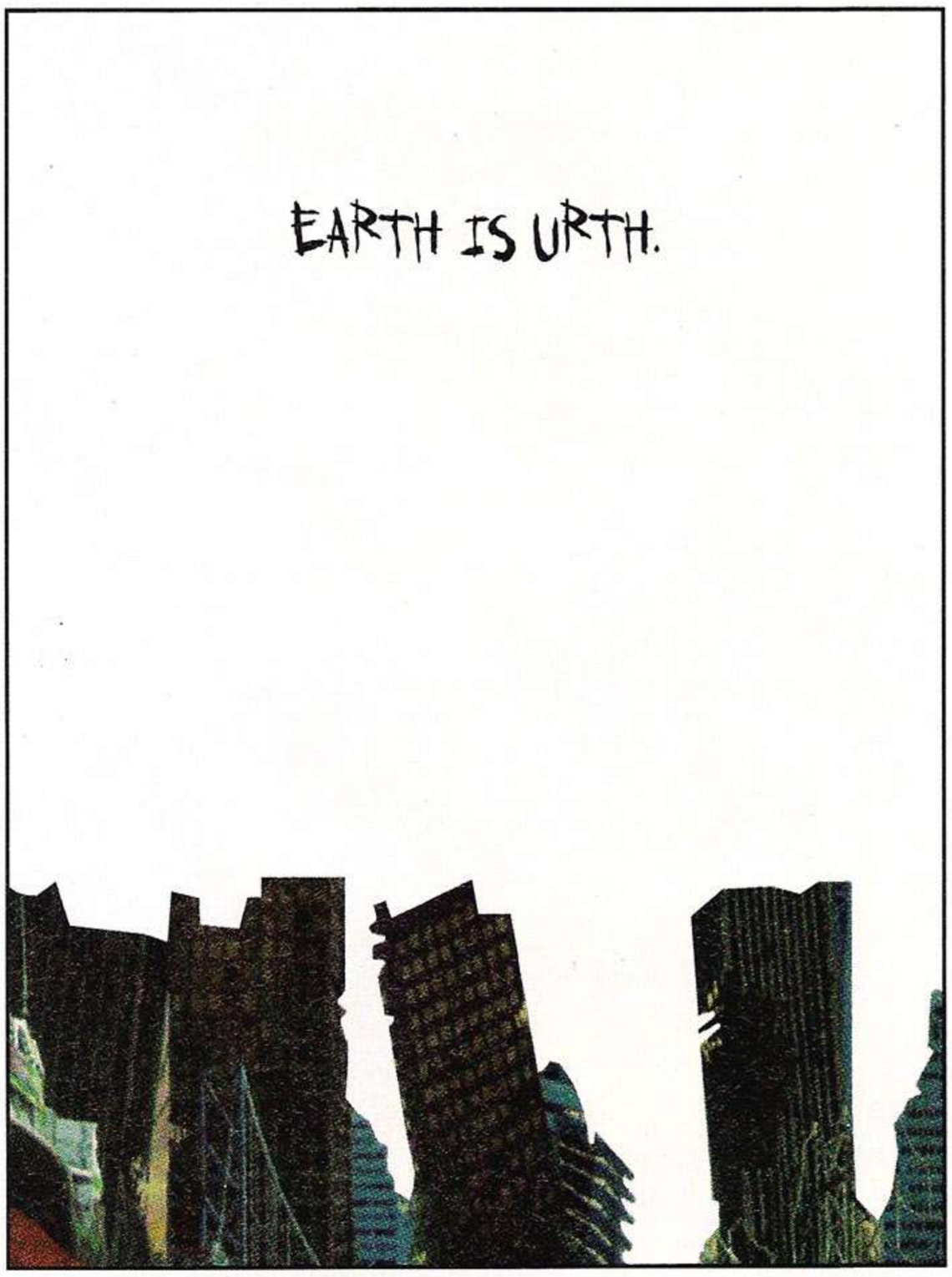
Actually though, Gex is a pretty hip little reptile. A television addicted gecko, he comes pre-loaded with a million off-the-wall (no pun intended) one-liners, most of which are actually pretty funny.

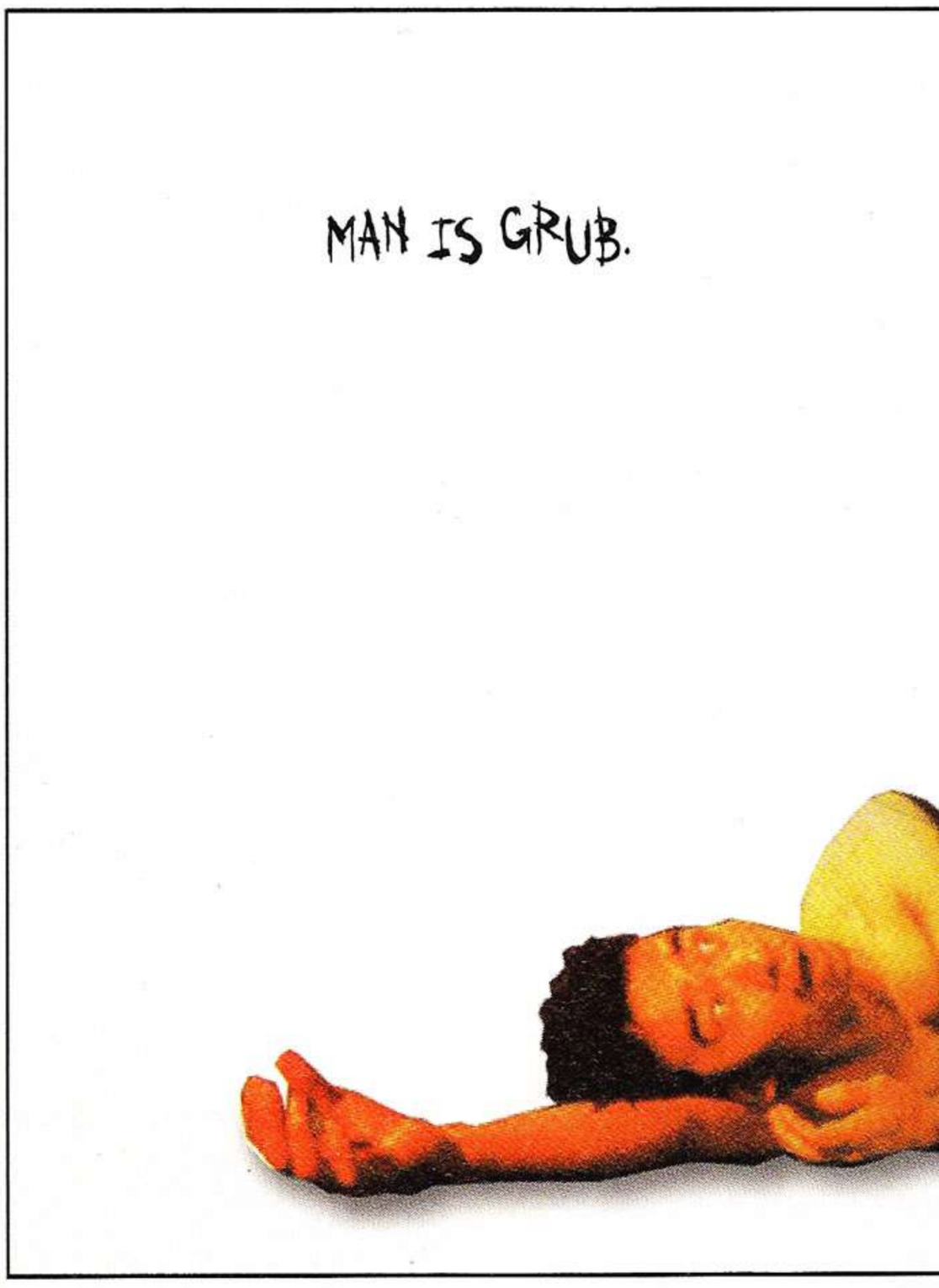


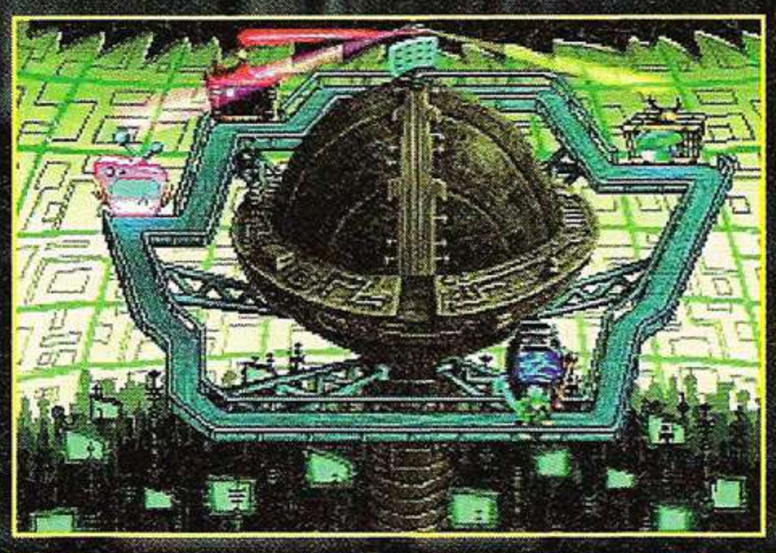
Yeah, Gex is a true character for the '90's — a TV-addled lizard with suckers on his feet and a million snappy one liners on the tip of his forked tongue.

And since he can stick to walls and other surfaces, the action is kind of interesting as well. The game controls pretty well, and there's a fair amount if variety to the way the levels look and play. It is a little repetitive — OK, so I know that 'variety' and 'repetition' don't usually go together, but while there is a lot a variance to the way each level looks, and every couple of levels they throw in some new twist on the action, you wind up doing things pretty much the same way. Also, you can't just save the game anywhere, you have to search for 'videotapes,' scattered around the levels, which let you save. In fact, you can't even get from one level to the next without finding the 'remote control' to turn on the TV where the level is. It's kind of interesting, but can get kind of frustrating too.

Still, it's very well designed, funny, and it looks great. If Crystal Dynamics set out to invent the mascot for 3DO, they may have won the competition by default, but the character is more than worthy of the title. **GP**







He gets stuck in The Dome, a place where all the old TV shows come to life as stages in a side-scrolling action game. There's the Cemetery World [horror shows], Cartoon World, Kung Fu World, and Jungle World.



How many games come with bosses called 'The Flatulator?'



The game itself offers a bit of variety to the action, including some odd stages like riding the rockets. It's all side-scrolling action though, and does get repetitive at times.



And hey, Gex can stick to walls. This may not sound like much, but the animation is excellent and it really adds a lot to the action.



GRAPHICS 9

- Glossy, well animated and colorful.
- Well, given the 3DO uses 24-bit color, the graphics still could've been better.

MUSIC & SOUND FX 9

- The music is cool, and those digitized one-liners are a scream.
- While it is good, the music isn't terribly original.

INNOVATION 6

- The sticking to walls thing is cool.
- It's side-scrolling action, no more or less.

GAMEPLAY 8

- Control is smooth, and the levels have some variety.
- The action can get very repetitive.

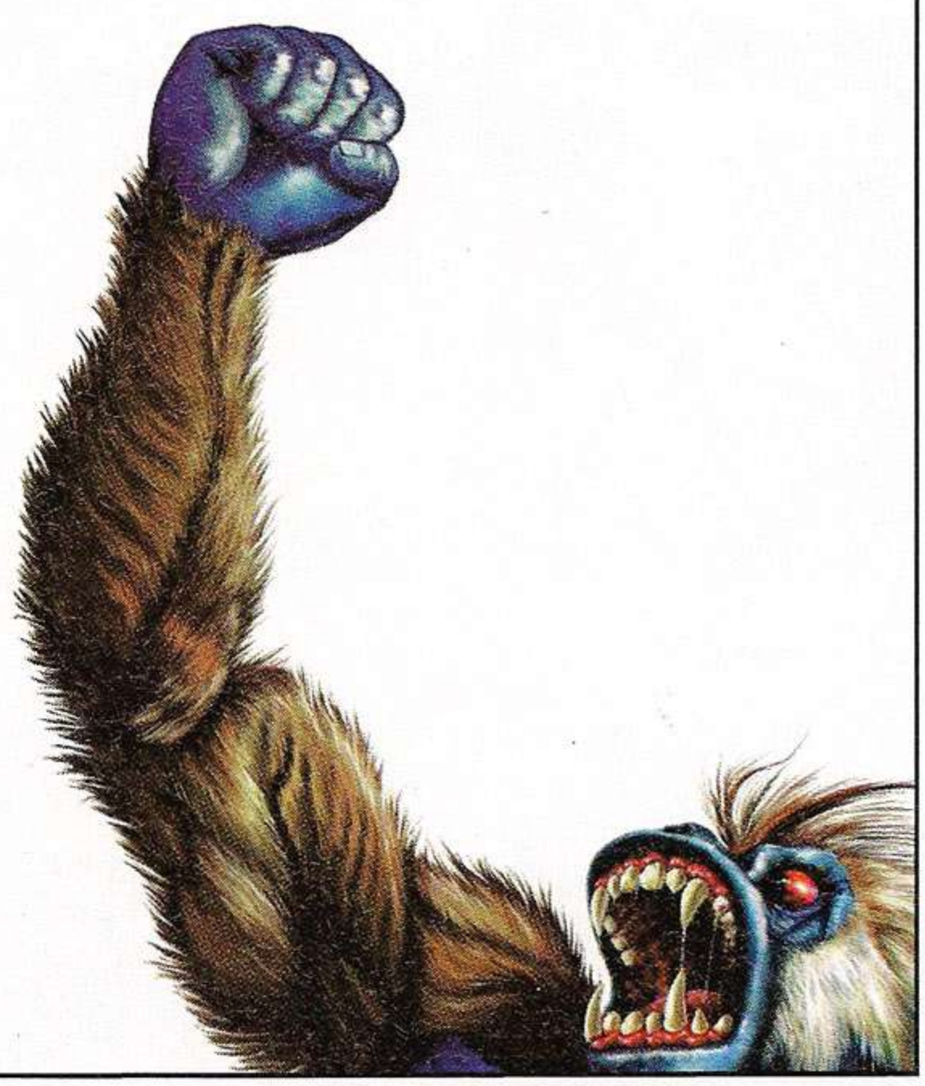
REPLAY VALUE 8

- It's pretty big, and loads of fun.
- Having to find those remote controls and videotapes can be very frustrating.

81%

OVERALL GP RATING

THE GODS ARE ANGRY.



RAGE IS HOME.

PRIMAL RAGE

(PRIMAL RAGE, COMING TO YOUR HOUSE AUGUST 25, 1995.)

Sega™ Genesis™
Sega™ Game Gear™
Super NES™
Nintendo® GameBoy®
PC-CD ROM

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SURGICAL STRIKE

SEGA CD

TEEN T AGES 13+

GENRE / action
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / none
PUBLISHER / Sega
DEVELOPER / Touch TV
AVAILABLE / now
PRICE / $59.99



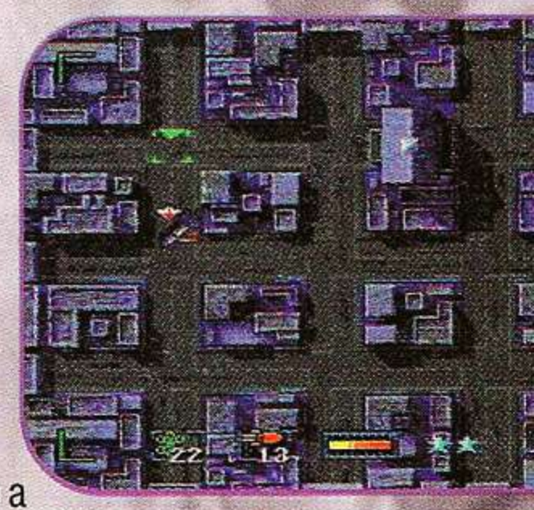
Too nice to actually join the military, Patrick Baggatta cried when he found out that we had signed him up for the US Marine Corps!

With the arrival of the Sega CD came the introduction (to the home market) of the full-motion video game. Since then there have been a number of quasi-successful efforts in this particular genre, unfortunately, most often the overall effect is a good deal of grainy movie watching and just a touch of player interaction. *Surgical Strike* manages to take a step in the right direction. Strangely enough though, it was not through any particular innovations in style, but rather by filling the game with quality elements, beginning and ending with the sharp video which somehow manages to leave a good bit of the grainy look behind.



Apparently this guy missed the 'explosive action' warning!

Another strong plus for *Surgical Strike* is the explosive action which requires your full attention and participation at every turn. The game leads you through the ravished streets, paths and tunnels of various war-torn sites where the object is to take out as many enemy targets as possible. Along the way, key targets must be destroyed to complete each level. There are some weak points when it comes to control, relying on the 'OK, you can turn now' policy of direction. There is no control whatsoever when it comes to speed, but overall *Surgical Strike* is a nice surprise in a somewhat disappointing genre. **GP**



The map screen is a place to plan out your strategy as well as a nice place to simply take a breather from the exhausting action.



It looks even better in a million tiny pieces. Go figure.

LOOKING GOOD

No one said it was perfect, but considering its competition, this looks pretty damn good.



Well, if it all looked great we would have had to give it a ten.



It seems that the lighter the scene, the sharper the image.

5 GRAPHICS

- The video looks surprisingly sharp.
- The sets and the special effects are somewhat elaborate.

2 MUSIC & SOUND FX

- The frantic music is a nice compliment to the action.
- Not much variety in music or sound effects.

8 INNOVATION

- Limited ability to go anywhere is better than being on a track.
- The object is to simply search and destroy.

9 GAMEPLAY

- Lots of plot involvement which most games don't have.
- Your machine turns kinda wonky.

3 REPLAY VALUE

- Too many targets can be frustrating.
- Awkward controls make it frustrating after a while.

71%

OVERALL GP RATING


DREDD
JUNE 30

IRON ANGEL OF THE APOCALYPSE

TEEN T AGES 13+

3DO

GENRE / action
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / save point on each level
PUBLISHER / Synergy Inc.
DEVELOPER / Synergy Inc
AVAILABLE / now
PRICE / $59.99



Since he comes in and works like a robot every day, Jeff Lundrigan seemed the perfect choice to look this one over — that and the fact that he still sees trails.

Originally called *Tetsujin* when it was released in Japan last year, *Iron Angel* is now available domestically. This is a strange one to review because, to start with, there are a lot of things wrong with it.

Point one, it's a *Doom* clone, and not even a very good one. Control and movement are sort of herky-jerky, and the texture maps used for the walls and whatnot are among the blockiest I've ever seen. With really good *Doom* rip-offs like *Space Hulk* coming down the pipe, this just doesn't cut it.

However, I still kinda liked it, more than the rating I gave it implies. Although I don't usually give points for 'multimedia' extras and prefer to rate the game as a game, the weird, trippy visuals surrounding the action are extremely well done and more than a little creepy.

The intro sequence, cut scenes, and music were bizarre and compelling enough to keep me at it long after the game play alone would have made me quit. The fact that Synergy didn't dub over any of the Japanese dialog (they use subtitles instead), just adds to the odd dreaminess of it all.

Basically, the game is all atmosphere and very little substance. If you want something fast-paced and challenging, look somewhere else, but for one really strange ride, don't look any farther. **GP**





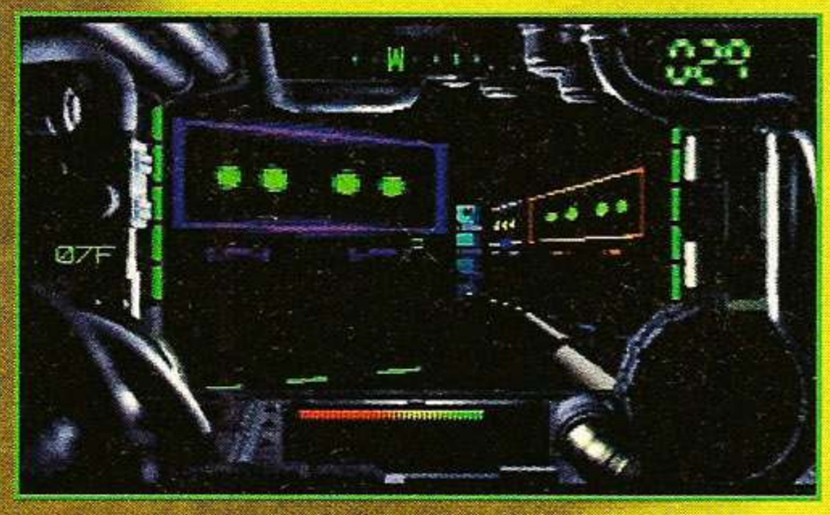
The main thing this game has going for it is just how odd and creepy the story scenes are.



However, you can see where it falls down — it doesn't look that hot, and it doesn't play much better than it looks.



There are odd touches everywhere you look. These strange, psychedelic explosions are really cool — although the coolness wears thin after awhile.



Later stages get even stranger. I can't remember walking down a dark corridor that was this, uh, dark.

In the end though, the cool factor of the whole thing wears thin. The neat parts are just good enough to make you wish the game itself was better.



I'm not your enemy

7 GRAPHICS

- The intro and story sequences are great.
- The game itself looks pretty bad.

9 MUSIC & SOUND FX

- This sounds a whole lot better than it looks.
- The music could use more presence.

6 INNOVATION

- Nothing else has looked quite like it.
- Still, this is *Doom* all over again.

6 GAMEPLAY

- You keep playing to see what happens next.
- Awful control sends this one to the bottom.

6 REPLAY VALUE

- Odd things keep bringing you back.
- Not good enough to make you play again.

63%

OVERALL GP RATING

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WWF RAW

32X

TEEN T AGES 13+

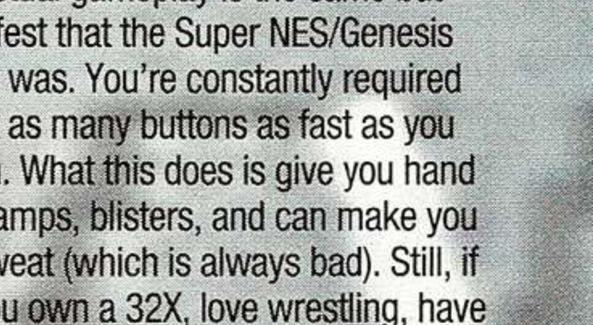
GENRE / wrestling
PLAYERS / 1 to 4
SIZE / 24 Megs
SAVE FEATURE / none
PUBLISHER / Acclaim
DEVELOPER / Sculptired Software
AVAILABLE / now
PRICE / $59.99



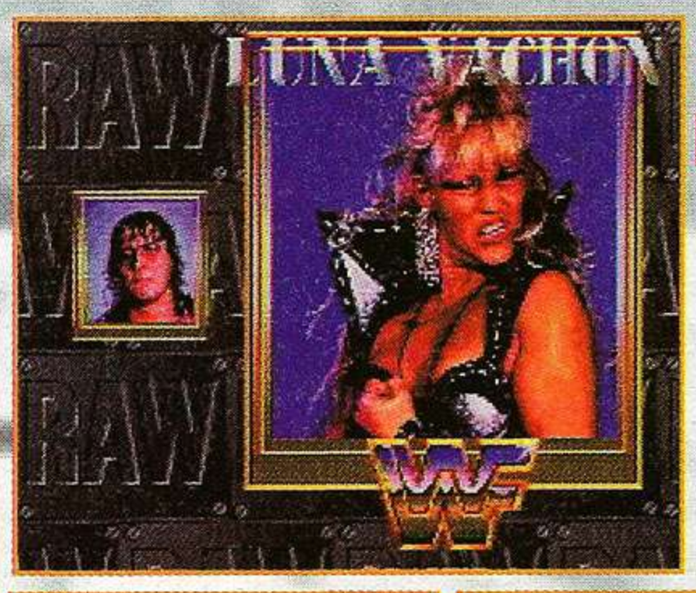
The uncontrollable desire to hug other men, the bad acting, and the constant chest shaving means Mike Salmon has contracted a severe case of Wrestlemania.

This Acclaim port-over is sure to make 32X owners wonder why they needed that 32X at all. The Super NES and Genesis versions of *WWF* were the best wrestling games for any home system, mainly because it featured special moves and secret Mega Moves that kept players bashing and brawling.

The 32X version features the same 12 wrestlers, the same moves, and even the same Mega Moves, except this time the Mega Moves are printed right in the manual, which takes away one of the few exciting facets of the original. So what's different on the 32X version? The wrestler pictures are much sharper, the sound is slightly better, and the actual game screens have minuscule improvements in graphics. What this does is make the 32X version equal to the Super NES, hardly a noteworthy feat for a 32-bit game.



This is where you mash your fingers as fast as possible to win the tie-up and give your opponent a toss.



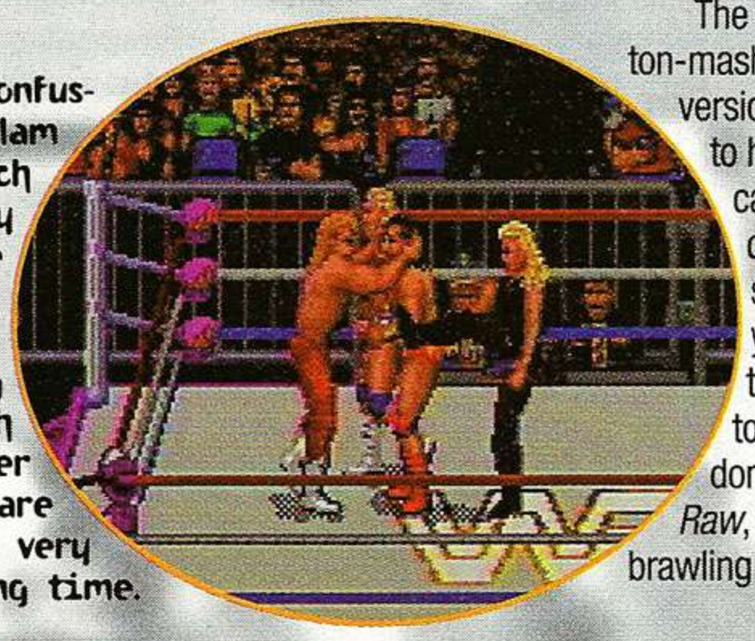
32X Power?

The pictures are so sharp you almost want to play the game.



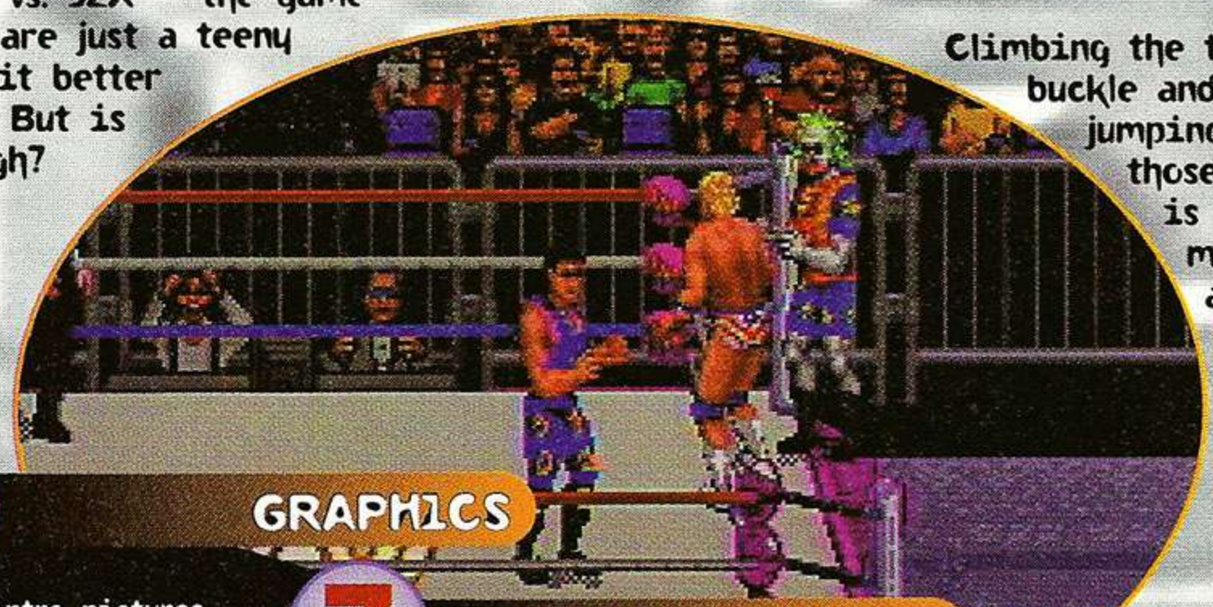


Genesis vs. 32X — the game screens are just a teeny weeny bit better looking. But is it enough?

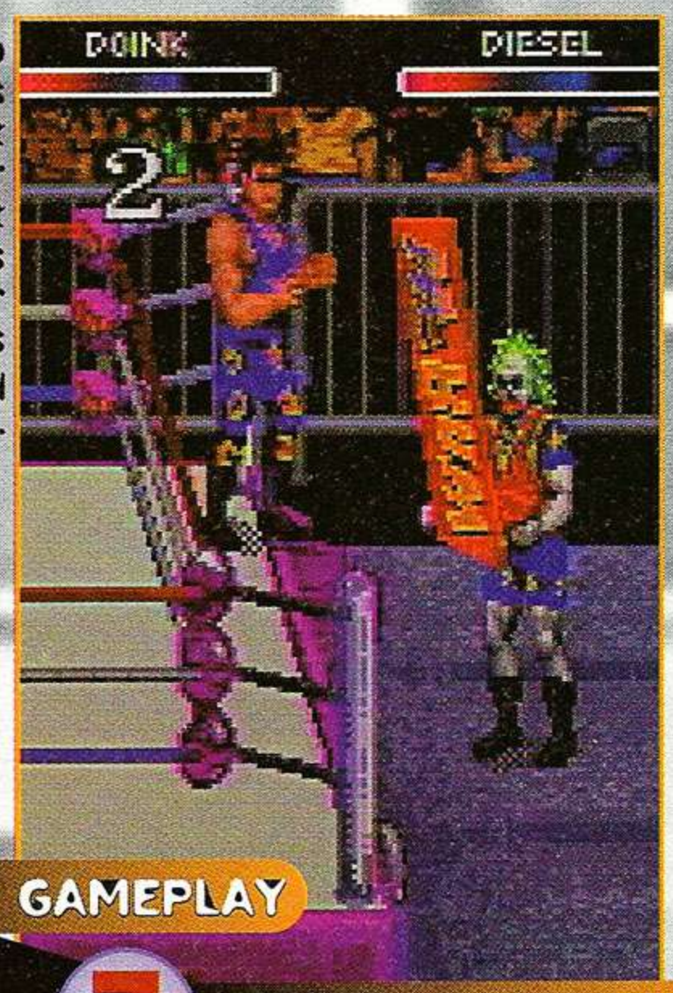


The confusing Bedlam match may have you wondering which character you are for a very long time.

The actual gameplay is the same button-mash fest that the Super NES/Genesis version was. You're constantly required to hit as many buttons as fast as you can. What this does is give you hand cramps, blisters, and can make you sweat (which is always bad). Still, if you own a 32X, love wrestling, have tireless fingers, can roll your tongue, have hair on your back, and don't already own a version of *WWF Raw*, the 32X version is the best of the brawling bunch. **GP**



Climbing the turnbuckle and jumping on those below is WWF madness at its best.



Pick up objects and beat your opponent senseless — after all, it's only an act.

8 GRAPHICS
- The intro pictures are sharp on the 32X.
- Not enough difference to make the game any more enjoyable.

7 MUSIC & SOUND FX
- Crisper and clearer than the Genesis or Super NES versions.
- Still the same sounds and music.

5 INNOVATION
- The original had secret moves and codes.
- Nothing of note was added to make *WWF 32X* any better.

7 GAMEPLAY
- Some neat moves give wrestling fanatics something to play with.
- Button-mashing is the only way to win.

7 REPLAY VALUE
- The Tag-Team match can be fun.
- Printing the Mega Moves in the manual was a big mistake.

70%
OVERALL GP RATING

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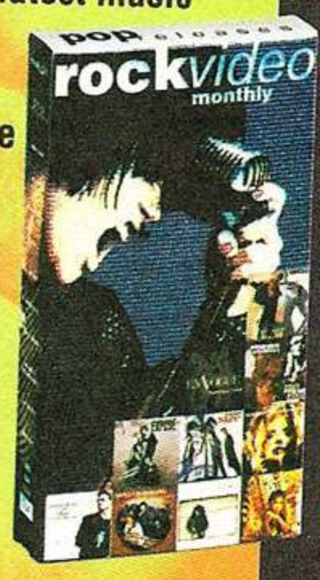
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Air Cars

JAGUAR

KIDS TO ADULTS K-A AGES 6+

shooter / GENRE
up to 8 / PLAYERS
16 Megs / SIZE
none / SAVE FEATURE
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Midnite Entertainment / DEVELOPER
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So you say you want a game where you hover over some real cool terrain, blasting the enemy with your laser? Well, this isn't quite it. Except for the utterly non-realistic graphics, *Air Cars* gives a fairly realistic feeling of moving through an imaginary landscape. The constantly changing lay of the land is handled nicely by the erratic view from the cockpit of your air car. Unfortunately, aside from the realistic motion and a promising network feature, there is very little going for this game.



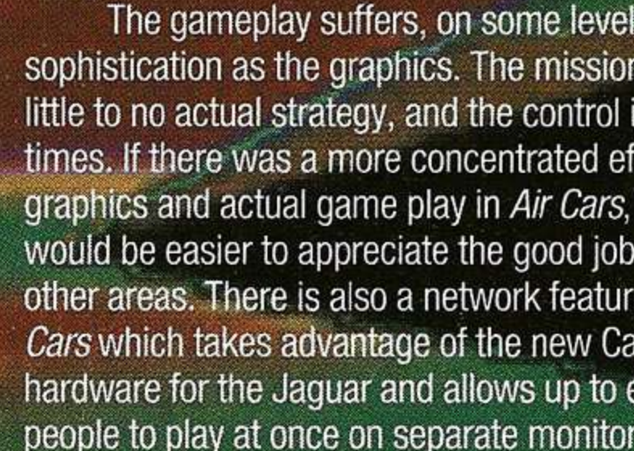
There are hazards along the way that take out your radar. Don't panic, it comes back.

Apparently looking to get by on the polygon look, *Air Cars* has some of the most simplistic, and least exciting graphics since the Atari 2600 days. The trees are straight out of a kindergarten art class and the enemy fighters look just like shoeboxes. It is safe to say that the look was meant to be barren, but some sort of texture mixed in with the monochromatic landscapes would have made it a much more enjoyable ride.

The gameplay suffers, on some levels, from the same lack of sophistication as the graphics. The missions are simple, requiring little to no actual strategy, and the control is awkward at times. If there was a more concentrated effort on the graphics and actual game play in *Air Cars*, perhaps it would be easier to appreciate the good job done in other areas. There is also a network feature for *Air Cars* which takes advantage of the new Cat Box hardware for the Jaguar and allows up to eight people to play at once on separate monitors. If only there were more game here for them to enjoy. **GP**

Shoot the Shoebox!

The look is simplistic, but the action can get pretty warm



Don't let the stationary nature of this post fool you. It should be taken out.

After catching Patrick Baggatta hovering above his desk for the third time, Cap'n Slate finally decided to take this game away from him, but it didn't help.





You have to find these targets to proceed.



The targets may not always fire back, buy it's still fun to see them collapse in a ball of flames.



It would probably be scarier if you weren't pitted against a futuristic shoebox.



This rotating view is only for viewing the scene of your death.



Don't let the stationary nature of this post fool you. It should be taken out.

GRAPHICS **2**

- Repeat after me — polygons are not always enough.
- The lack of color is simply astonishing.

MUSIC & SOUND FX **5**

- The explosions can be thunderous.
- The music is minimal and for the most part, generic.

INNOVATION **7**

- The eight player link-up feature is a new option.
- Excessive hardware requirements make a hookup unlikely.

GAMEPLAY **6**

- The changing surface grade is fun for exploring as well as battling.
- The battles require very little strategy.

REPLAY VALUE **4**

- Blowing up empty buildings is always fun.
- There's not much challenge here for the experienced gamer.

48%

OVERALL GP RATING

SLAM 'N' JAM '95



KIDS TO ADULTS K-A AGES 6+

3DO

GENRE / sports
PLAYERS / 1 or 2
SIZE / 1 CD
SAVE FEATURE / yes
PUBLISHER / Crystal Dynamics
DEVELOPER / Left Field Productions
AVAILABLE / now
PRICE / $59.99

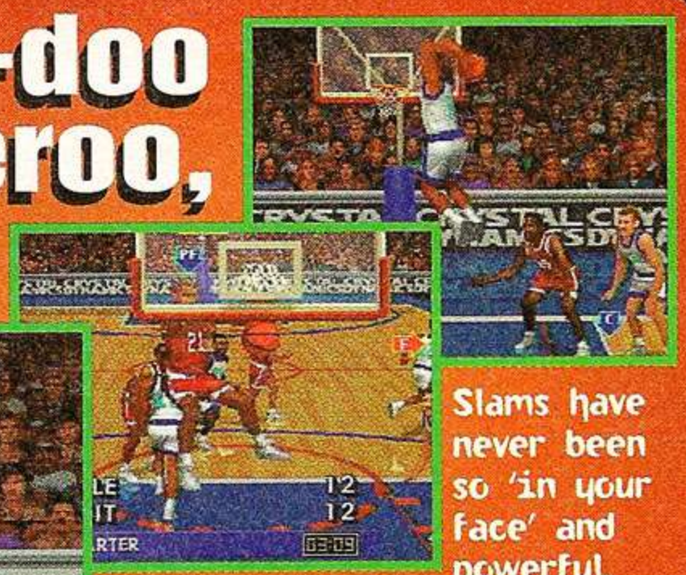


Since Slam 'N' Jam used to be his Friday night ritual (you don't want to know), Mike Salmon seemed the obvious choice to to go one-on-one with this sports game.

GAME PLAYERS ULTIMATE

Dipsy-doo dunkeroo, Baby!





Slams have never been so 'in your face' and powerful. They're realistic enough to believe and spectacular enough to awe.

SUBSTITUTE	Use ◄►▲▼ To Select						
			Stam	Hgt	Shoots	Spd	BH	Def
F	32	Baum	100	6'9"	77-40	69	58	73
F	9	Coleman	100	6'9"	75-58	72	66	69
C	45	Hicks	100	7'6"	80-52	61	59	71
G	31	Davenport	100	6'8"	83-96	68	60	69
G	42	Walters	100	6'4"	64-70	82	75	70
G	10	Busch	100	6'3"	67-50	74	66	66
G	24	Donovan	100	6'0"	68-45	81	75	63
G	4	Falk	100	6'5"	71-84	71	58	71
F	5	Denham	100	6'8"	65-50	67	63	63
F	21	Faulkner	100	6'10"	61-49	64	56	69
F	44	Kessler	100	6'11"	69-47	71	61	75
F/C	33	Barrow	100	6'10"	72-45	65	51	75

You won't recognize any of these names, but they each have their own strengths and weaknesses.

The number of 3DO sports titles is small, but each of them is the best of its kind. *FIFA*, *Madden*, and now *Slam 'N' Jam '95* take their perspective sports to a new level.

SNJ takes many things from the great arcade hoops effort *Run 'N' Gun*, but I'm not going to hold that against the game, although some lawyers might see an opportunity to do just that. I'm just happy to see this game make it to a home system. The graphics are sharper and the players are larger than in any other hoops game. The sound is crisp and the action is fast paced enough to satisfy everyone. If there is a problem, it's just that sometimes a backboard will get in the way or a man downcourt is a little hard to see.





'Get off me!' Rain the three from downtown and start talkin' trash.

So what's missing? Well, the folks at Crystal Dynamics made a huge error by not getting an NBA players or team license. If they had gotten those licenses, *SNJ* would've surpassed *NBA Live '95* as the best basketball sim. Instead of using real players, there are fictional players with different skills and attributes that only whet your appetite for the real players. However, they didn't get the license so I'll stop whining. But even without the players license, *SNJ* is a great game and a must for any 3DO owner. **GP**

10 GRAPHICS

- Beautiful court, sharp players, sweet baskets!
- The animation is smooth and breathtaking.

9 MUSIC & SOUND FX

- Shoe squeaks and crowd noise are perfect.
- Van Earl Wright's obnoxious commentary is sparse [thank God].

8 INNOVATION

- Different angle really puts you in the game.
- Wonder if these guys ever played *Run 'n' Gun*?

9 GAMEPLAY

- Great action! Fast-paced, and realistic.
- Should have put the turbo button on the shoulder pad.

9 REPLAY VALUE

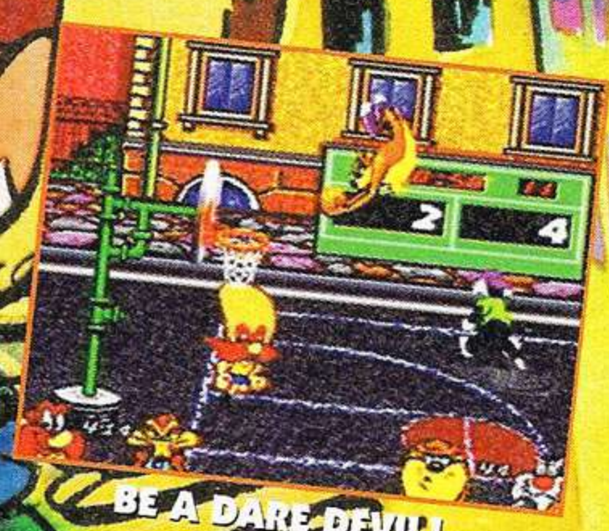
- The games go quick and they're damn fun. There's also a season mode.
- No players or team license ruins this game.

90%
OVERALL GP RATING

FOR HIGH FLYIN'
HARE RAISIN'
HI-JINX



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SUPER NES

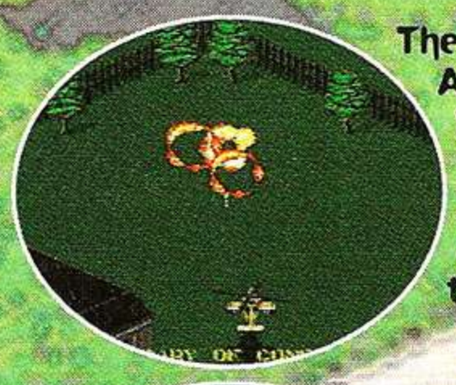
KIDS TO ADULTS K-A AGES 6+

GENRE / actoin
PLAYERS / 1
SIZE / 16 Megs
SAVE FEATURE / password
PUBLISHER / Electronic Arts
DEVELOPER / Gremlin Interactive
AVAILABLE / now
PRICE / $64.99

JUNGLE STRIKE



'The jungle... I'm still only in the jungle...' were Jeff Lundrigan's last words as he climbed into his chopper and bombed the crap out of the surrounding neighborhood.



The game begins on American soil — Washington DC, to be exact. Hey, if the game gets you frustrated, blow up the IRS building and try to unwind.



The game's main problem is that it just doesn't control as well as the Genesis version. This makes some stages, like the Hovercraft assault, much tougher than they should be.



The game looks fine — marginally better than the Genesis version — but the amazing explosions of the previous version are replaced by less than spectacular pops. Blowing stuff up was never so dull.

You know, I'm actually a big fans of EA's *Strike* series, and I thought *Jungle Strike* for Genesis was a great follow-up to *Desert Strike* — it had a few problems with it, but it was a good game overall.

Sadly, the Super NES translation doesn't measure up. Can't figure out why, but somehow the game just doesn't fly as smooth as the Genesis version, and your chopper lacks the snap, dead-on feel that was a major reason the original game was so good — heaven help you when piloting that goofy hovercraft or the 'assault cycle.'

There are other, smaller problems: the impressive explosions that marked the Genesis version have been replaced by some pretty lackluster little pops, and even the sound effects don't have the same punch. Your missiles fly like they were launched through water instead of air, and even the good gunners seem to miss their targets a lot, or worse, target the wrong person, place or thing.

Wish it were different, but this is a misfire. It looks like Super NES owners are never gonna know the full-tilt taste of *Jungle Strike*. **GP**





Yeah yeah, you know the drill by now. Some mad guy is threatening the health and safety of the world's citizens, and only one guy in a chopper can stop him.

Get used to this screen. The enemies are lethal, and flying isn't as joyful as I remember. Too bad.



8 GRAPHICS

- It looks about as good as Jungle strike ever did.
- The explosions look really bad.

6 MUSIC & SOUND FX

- The intro music is pretty good.
- The sound effects are miserable.

6 INNOVATION

- It gives you different vehicles to pilot.
- It's still *Jungle Strike*, which was a lot like *Desert Strike*.

5 GAMEPLAY

- The combination of action and strategy is a classic.
- Control just ain't up to snuff.

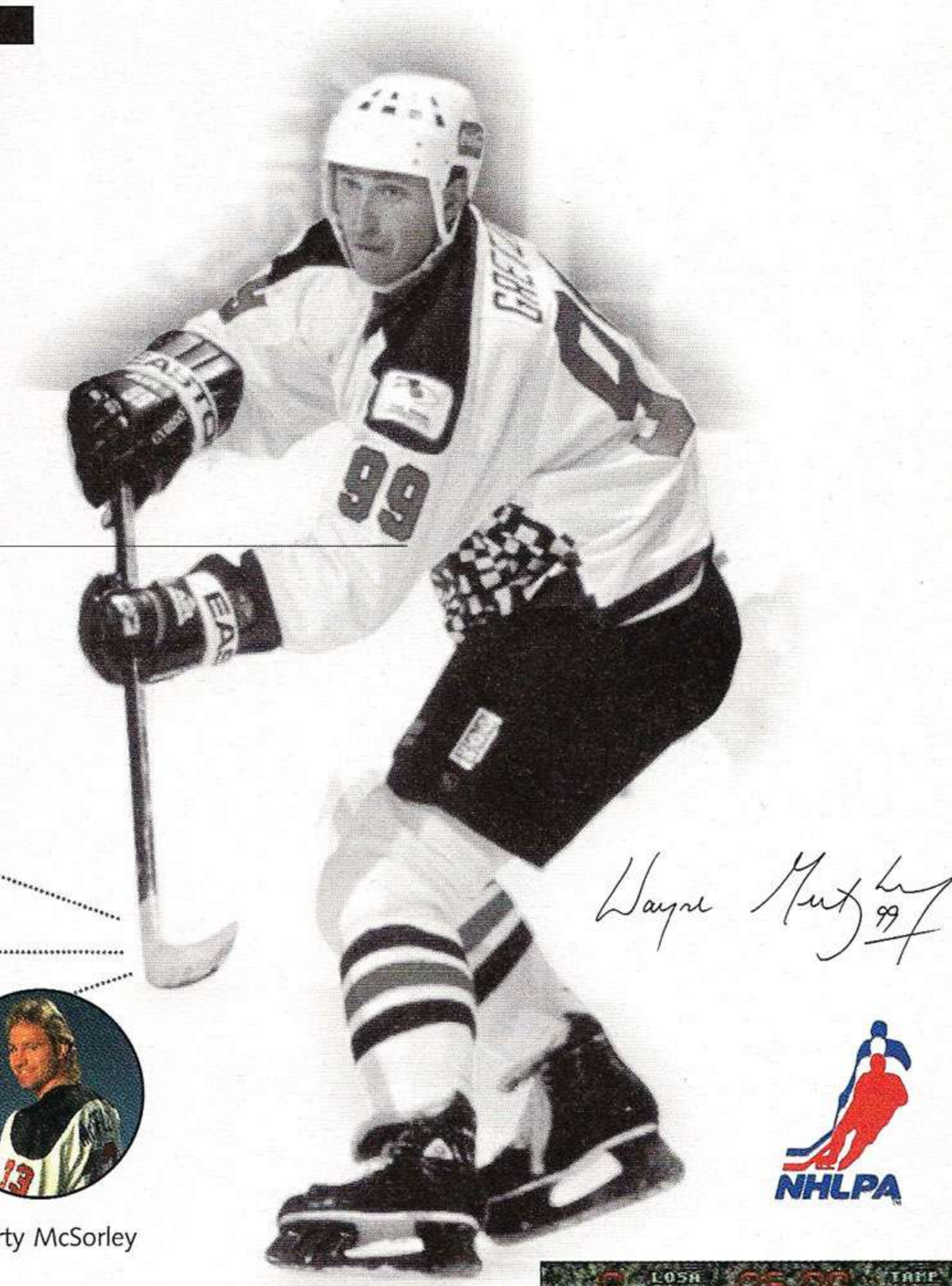
6 REPLAY VALUE

- There are tons of missions, on lots of different terrain.
- Wonky — why would you want to play again?

58%

OVERALL GP RATING

THE GREAT ONE





Tony Amonte



Chris Chelios



Kirk Muller



Pavel Bure



Russ Courtnall



Sergei Fedorov

Marty McSorley

NHLPA PLAYERS (OVER 600)

GREAT

FEATURES

- **26 Teams**
- **Over 600 NHLPA players and their stats.**
- **Two gameplay modes: Arcade and Simulation**
- **Instant "Just Play" option**
- **Battery backup saves your season and tournament stats**

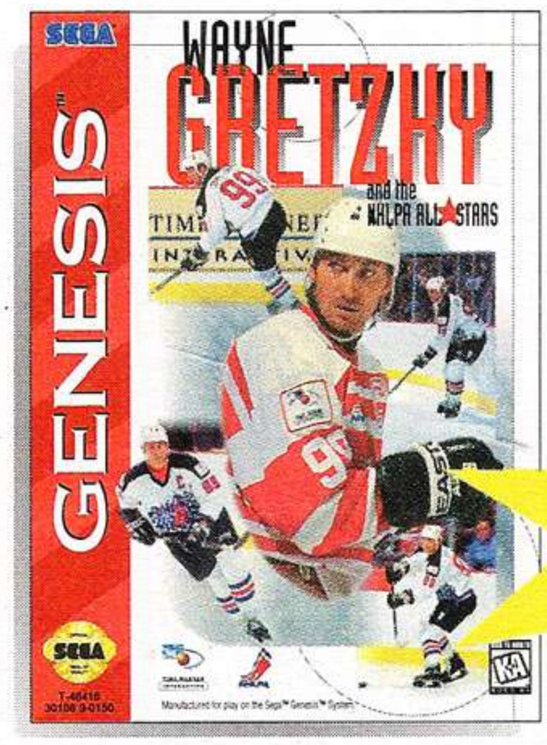
GREAT

GRAPHICS









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1 TO 4 PLAYERS

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TIME WARNER INTERACTIVE

KIDS TO ADULTS K-A AGES 6+

32X

GENRE / sports
PLAYERS / 1 to 4
Size / 24 Megs
SAVE FEATURE / initials
PUBLISHER / Acclaim
DEVELOPER / Iguana
AVAILABLE / now
PRICE / $69.99

NBA JAM

Tournament Edition

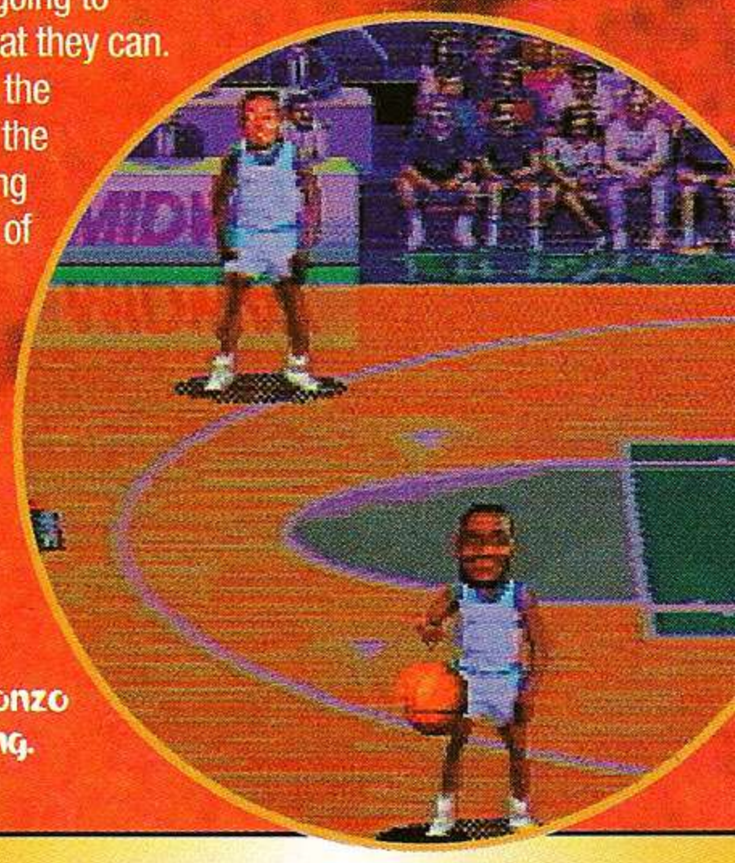


When we told Mike Salmon to review this game, he started to dribble. It's OK though — we'd already tied his bib around his neck!

We should give Acclaim its due — they're going to get every single penny out of *NBA Jam* that they can. First came the original hit *NBA Jam*, then the Super NES and Genesis versions of *T.E.*, and now the 32X plays host to the tournament as well. One thing that hasn't changed throughout the various forms of *NBA Jam* is the gameplay, which is the same as the original and still damn fun.

Flying through the rafters, burning basketballs, and shoving matches aren't things you're going to see in an NBA game, but they are things *Jam* fans have come to expect. The biggest change to *T.E.* is the updated rosters, something true sports fans are going to appreciate. The 32X version also managed to incorporate the scaling players and the big digitized heads of the arcade. Everything else is the same as the Super NES and Genesis versions, which makes the 32X version of *NBA Jam T.E.* the best version available. However, if you already own another version, the small changes may not be enough to warrant the purchase of a 32X and the cart. Still, if you've been saving up for one version of *NBA Jam* and you own a 32X already, this is definitely the version you will want.

Despite the fact that *NBA Jam T.E.* isn't anything new, it is easily one of the best games ever for the still growing 32X library. Go for it! **GP**



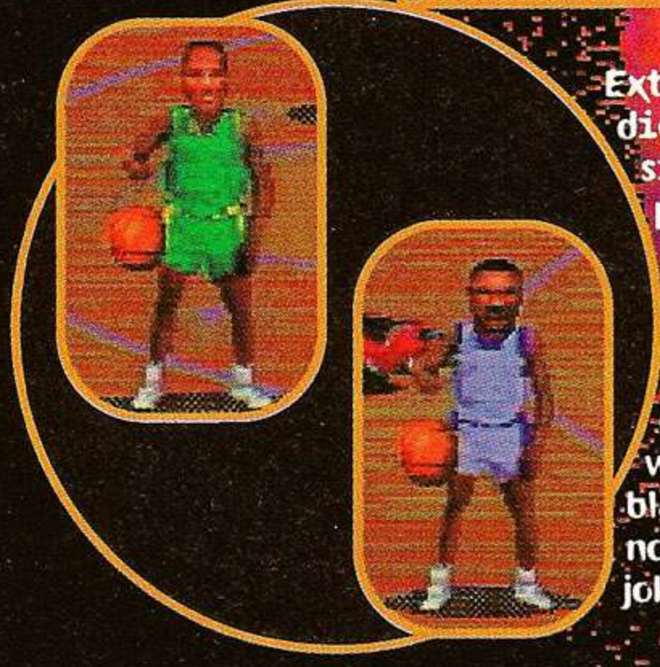
Mugsy Bogues looking bigger than ever, even bigger than Alonzo Mourning.



But wait, as he moves away from the edge of the court he gets smaller...



...and smaller. The 32X power is used to give the same effect as the arcade.



Extremely large digitized heads sit atop each players body. However, every head is the same [with the exception of white and black heads — no pimple jokes, please].

What's What?

NBA Jam IQ test. Tell which screen is from which version of *NBA Jam* — If you can tell, you should be rewarded and not just by us.







9 GRAPHICS

- Players are larger and scale just like in the arcade.
- Their heads are just too damn big.

9 MUSIC & SOUND FX

- Crisper and clearer than the Genesis or Super NES sound.
- Announcer voice can drive a man to kill.

5 INNOVATION

- New codes and a few roster updates from the 16-bit versions.
- Same game that made millions last year.

9 GAMEPLAY

- One of the best four-player games ever.
- Plays just the same as the Super NES and Genesis versions.

9 REPLAY VALUE

- If you've got friends, you've got fun.
- The one-player game isn't going to keep you coming back.

88%

OVERALL GP RATING

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— R.J. MICAL of The 3DO Company

SOUNDTRACK PROVIDED BY UK MODERN ROCKERS
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VIRTUOSO™

3DO

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SUPER NES

KIDS TO ADULTS AGES 6+

GENRE / action
PLAYERS / 1
SIZE / 16 Megs
SAVE FEATURE / none
PUBLISHER / Hudson Soft
DEVELOPER / Red
AVAILABLE / now
PRICE / $69.99



Since Patrick Baggatta has always been known for his acid tongue and sheer dislike of anything good, dare we give him the skills of the Ninja?

HAGANE

At first glance, *Hagane* looks to be a typical Ninja fighting cart and in many ways it is. What saves *Hagane* from being just another mediocre action game in a list of many is the sheer frantic pace of the action. From the very first level you are thrown into an intense battle with an impressive arsenal of weapons and special moves at your disposal.

The real key to this game is the challenge level, which is set on full throttle from the opening gun. However, frustration starts to set in when you find out that continue points are extremely few and far between. The graphics, while not exactly original in style, are rich and deep with texture. The enemy characters are nicely designed and present a variety of troubles. The special moves were another nice surprise, combining elements of a one-on-one fighting game with side scrolling action.

Hagane manages to end up near the top of the action game list because of a great overall attention to detail. With gameplay like this, it would have been easy to overlook elements such as graphics and sound, but there's not much missing here. *Hagane* is a fine effort. **GP**



The special moves aren't always easy to pull off, but oh, the power.

Almost New Features

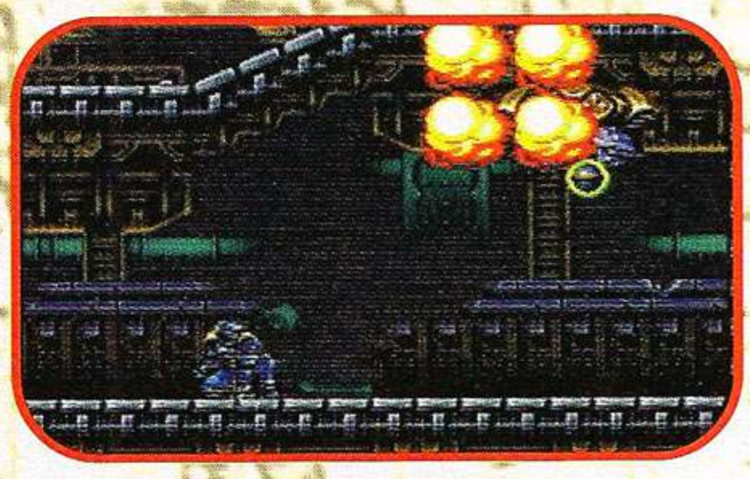
Sometimes new and exciting means tweaking some old favorites.



The mothership holds much that is good.



Hanging around and kicking ass is a handy skill.



You'll need to pick and choose your weapons carefully to take on invaders from above.



Ah, the destructive nature of magic. This symbol most certainly means something good.



Don't let the backgrounds, nice as they may be, distract you from the mission at hand.

8 GRAPHICS

- The backgrounds have depth and texture.
- The characters are on the small size.

7 MUSIC & SOUND FX

- The music is strong, not overbearing.
- There's not much new when it comes to sound effects.

5 INNOVATION

- There are some great special moves and boss characters.
- This is still a Ninja-style action game.

8 GAMEPLAY

- The action is fast and furious.
- The controls are easy and accurate.

8 REPLAY VALUE

- Each stage is a new and exciting challenge.
- Be prepared to play the same stages over and over.

78%

OVERALL GP RATING

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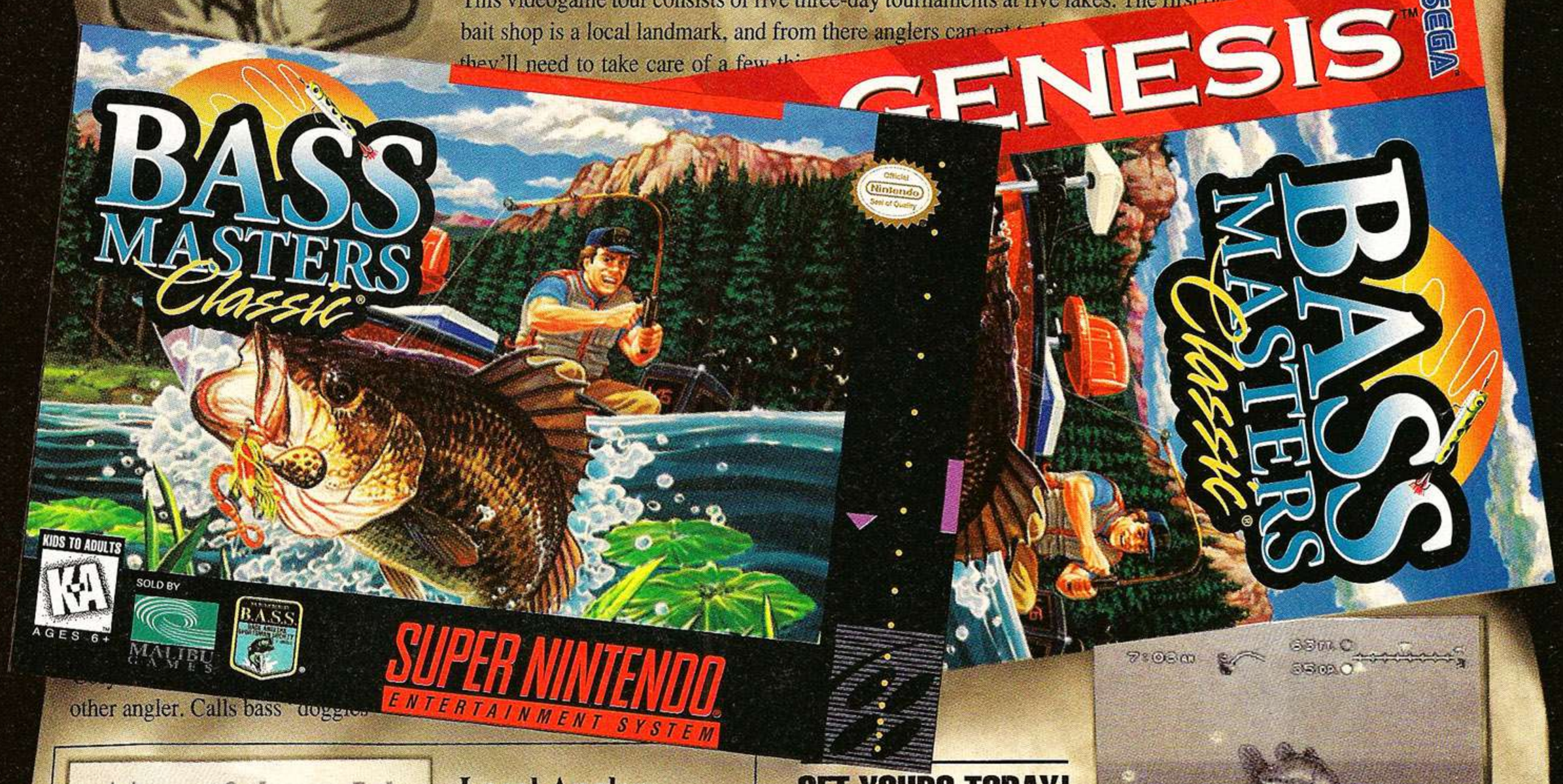
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Super NES screens shown

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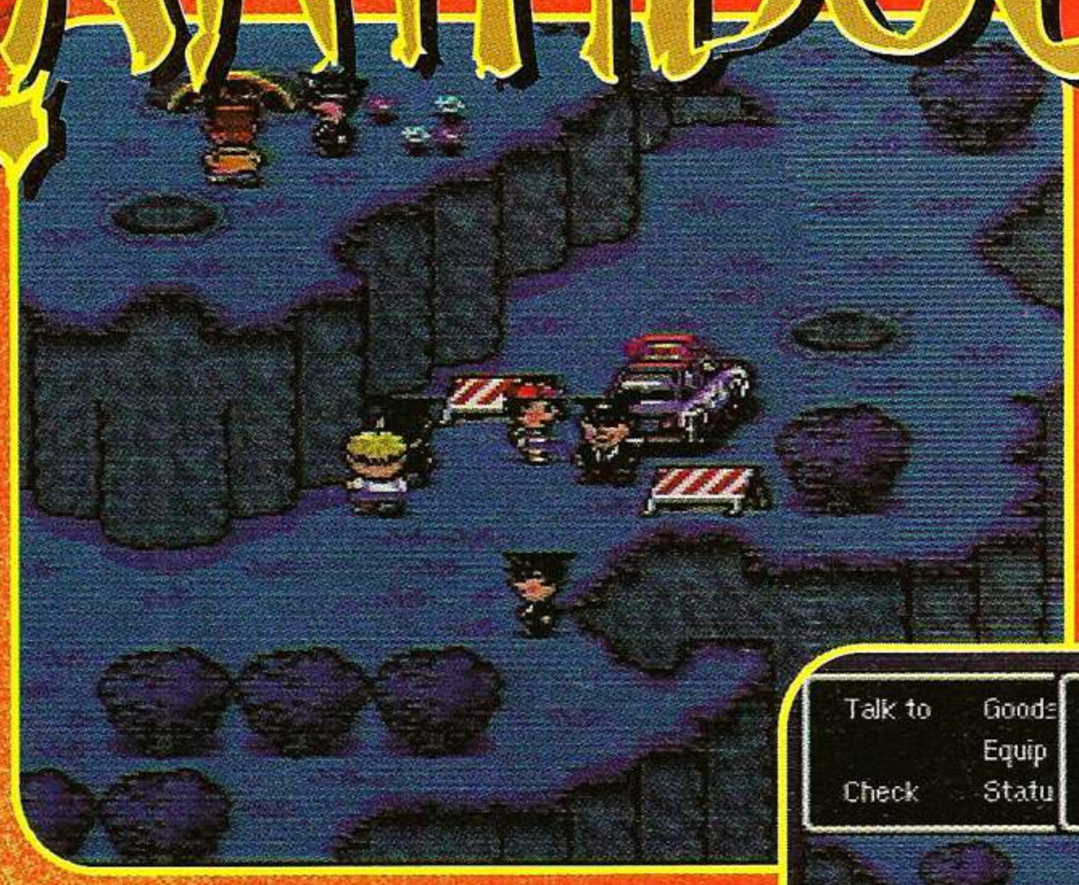
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SUPER NES

KIDS TO ADULTS K-A AGES 6+

GENRE / RPG
PLAYERS / 1
SIZE / 24 Megs
SAVE FEATURE / save anytime
PUBLISHER / Nintendo of America
DEVELOPER / Nintendo of America
AVAILABLE / August
PRICE / $59.99

EARTHBOUND



A meteor falls to Earth, bringing evil from outer space with it. The only one who can stop this menace from beyond the stars?
The Army?
The Marines?
The CIA?
Nope, a young boy and his little friends, of course.



Since Jeff Lundrigan occasionally paints himself blue and sees ghosts, we figured he was a natural for this review.

Nintendo's latest entry into the wooly world of RPGs is a port-over of the Japanese game *Mother 2*. As you might expect from Nintendo, it's aimed at a much younger audience than would follow, say, a *Final Fantasy* game, and they hit what they aimed for.

The graphics are simple, the storyline is easy to follow, and even though the game is huge, it moves along pretty quickly. There's very little high drama here — the jokes come fast and often, and the level of humor is mostly at the level you'd expect of sub-teen gamers. The occasional bone gets thrown to older folks — the enemies you fight include Conservative Businessmen and Crazy Hippies — but mostly it's pretty juvenile.

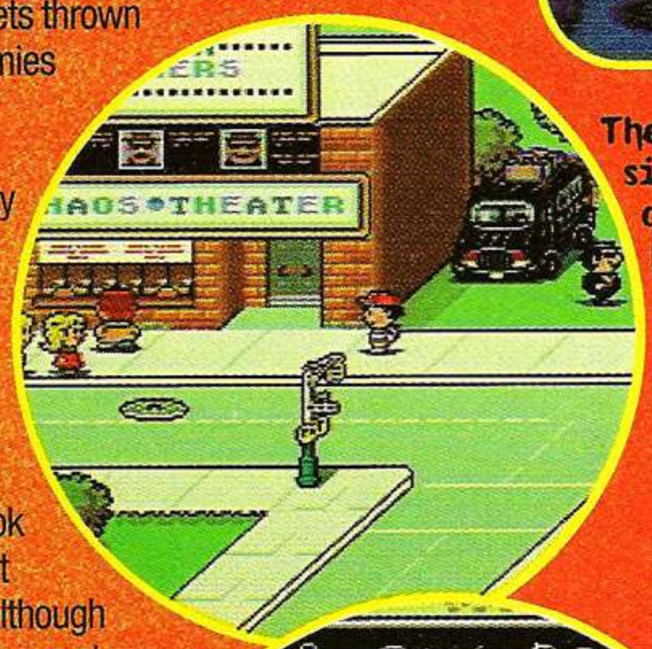
It ain't bad, but it ain't real exciting, either. Combat is handled through static display screens that look like throwbacks to 8-bit *Dragon Warrior* days, although thankfully it doesn't happen at random — you can see the enemies coming and get out of the way if you're lucky and fast enough.

Under its original title, this was a pretty big hit in Japan. RPG addicts looking for a quick fix (like me, for instance) could do worse, but without a doubt, the younger you are, the more you're gonna like it. **GP**





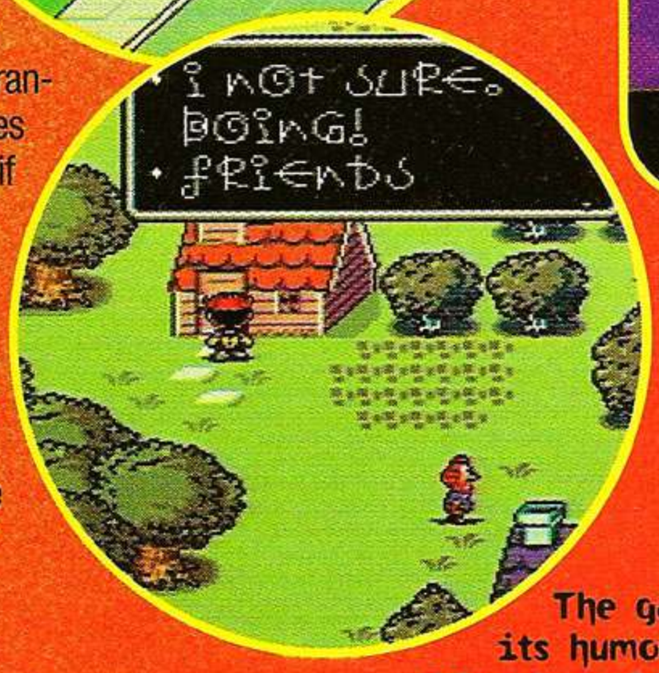
The game includes a few inventive and funny bits, like a feel-good cult whose members paint themselves blue, and a jazz band that can chase away ghosts, but most of the action is pretty slow.



The whole game is colorful and simple, and intended for younger gamers, but that makes it look kind of flat and dry.



The battle screens are static [although check the weird trippy swirling background], and the enemies range from dull to silly, with an emphasis on silly.



The game's biggest strength is its humor, but while there's something here for everyone, most of the quips and strangeness are geared for the younger set — it ain't exactly *Final Fantasy* or *Illusion of Gaia*.

6 GRAPHICS

- Bizarre psychedelic backgrounds to the battle screens are cool.
- It barely looks better than an 8-bit game.

7 MUSIC & SOUND FX

- The music hops right along.
- But then, some of it just kind of lies there.

5 INNOVATION

- Some of the enemies are a hoot, and there are some cool touches.
- You've seen most of this before.

8 GAMEPLAY

- Younger gamers should eat this up.
- Older ones are likely to be bored stiff with it, though.

6 REPLAY VALUE

- There's actually a lot to see and try.
- How many times can you play a game this big and slow?

69%
OVERALL GP RATING

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NAME

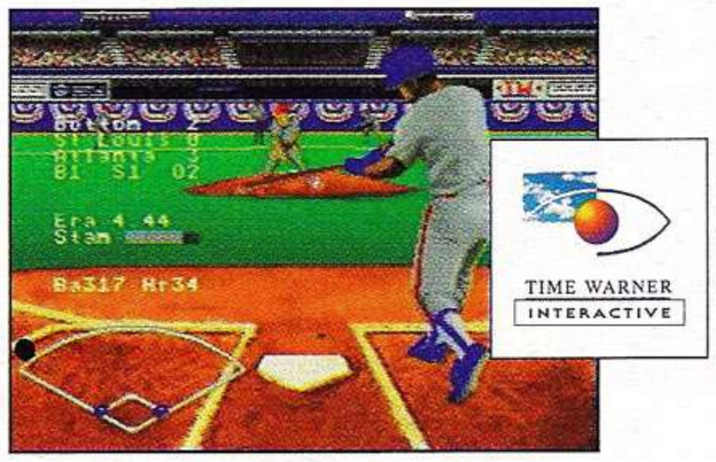
ADDRESS

CITY STATE ZIP

AGE PHONE

To enter: complete an official entry form or, on a plain 3"x5" paper, hand print your name, address and zip code. Mail your entry to: A WHOLE SEASON OF RBI SWEEPSTAKES, P.O. Box 8095., Grand Rapids, Minnesota 55745-8095. Enter as often as you wish, but each entry must be mailed separately and be received by 8/31/95. Mechanically reproduced entries will not be accepted. No responsibility is assumed for late, lost, illegible, incomplete, postage due or misdirected entries. Prizes and approximate retail values are: Grand Prize (1): An autographed baseball and bat from your favorite big league player featured in RBI Baseball '95 for the Sega Genesis 32X, or Super RBI Baseball for Super NES, and your favorite professional baseball team's "uniform*." Retail Value**: Baseball - $27.50; Bat - $90.00; Team Jacket - $100; Jersey - $110; Hat - $20. First Prize (8): An autographed baseball from your favorite big league player featured in RBI Baseball '95 for the Sega Genesis 32X, or Super RBI Baseball for Super NES. Retail Value**: $27.50 each Second Prize (25): RBI Baseball '95 hat and watch. Retail Value: $25.00 each set. Third Prize (100): RBI Baseball '95 hat. Retail Value: $10.00 each. Total Prize Pool Value: $2,192.50. Winners will be selected in a random drawing, on or about 9/15/95, from among all eligible entries received. Drawing will be conducted by Marden-Kane, Inc., and independent judging organization whose decisions are final and binding on all matters relating to this sweepstakes. All prizes will be awarded and winners notified by mail. No substitutions or transfers of prizes are permitted except by sponsors due to unavailability, in which case a prize of equal or greater value will be awarded. Odds of winning depend upon the number of eligible entries received. Taxes on prizes, if any, are the responsibility of the individual winners. Winners agree to the use of their names and/or likenesses for publicity purposes without further compensation, except where prohibited by law. Winners may be required to complete an Affidavit of Eligibility and Release within 14 days of notification attempt. Failure to return the affidavit in the time noted will result in disqualification of the entry and an alternate winner will be selected. Sponsors and their agencies assume no responsibility or liability for damages, losses or injuries resulting from participation in this sweepstakes or acceptance or use of any prize. Eligibility: Sweepstakes is open to U.S. residents except employees of Time Warner Interactive, its parent company, their affiliates, subsidiaries, advertising agencies, and Marden-Kane, Inc., and the immediate families of each. Sweepstakes is void wherever prohibited or restricted by law and is subject to all Federal, state and local laws and regulations. Winners list: For a list of major prize winners, available after 10/1/95, send a self-addressed, stamped envelope to A WHOLE SEASON OF RBI SWEEPSTAKES, P.O. Box 712, Sayreville, NJ 08871-0712. * Uniform includes team jacket, jersey and hat. ** Values based on MLBPA median autograph prices plus equipment cost.





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SUPER NES

KIDS TO ADULTS K-A AGES 6+

GENRE / action
PLAYERS / 1
SIZE / 8 Megs
SAVE FEATURE / none
PUBLISHER / Titus
DEVELOPER / Titus
AVAILABLE / now
PRICE / $54.99

PREHISTORIK MAN



Being sent back in time for this review merely reminded Patrick Baggatta of his horrible past life as an advertising executive for a nation-wide taxidermy chain.

What can we say about *Prehistorik Man* that hasn't already been said about so many other games. Floating platforms, jumping from vine to vine, whacking jungle animals for collectables — it's all here. Not to put too fine a point on it, but *Prehistorik Man* is somewhat lacking in innovation. The game begins to make up for its lack of new ideas in solid gameplay and (dare I say it?) fun. Don't get me wrong — it's not like you couldn't find fun in other carbon-copy games — but *Prehistorik Man* isn't bad.

If this game is an accurate depiction of 'pre-history', then it would be safe to say that the world used to be an extremely cute place. Big, lovable, deadly cats and coconut-throwing monkeys fill this world with a savage beauty. Even the ants have a strangely huggable quality to them. In other words, the graphics are a bit on the cutesy side, making this a safer bet for a younger audience.

Prehistorik Man dutifully carries on a long tradition of side-scrolling action games for all that continue to appreciate them. If there had to be any more of this style game produced, then at least this is a pretty good effort. **GP**



Oh God, not more inexplicably suspended platforms.



Jump up and have a swing — maybe he'll give you a bone.



Okay, okay, you probably haven't seen this in too many other games, but baby steps are baby steps.

FAMILIAR?

WAIT A MINUTE. I KNOW I'VE SEEN THESE IDEAS SOMEWHERE BEFORE....



This is one of many items you're asked to search out in the secret caves of the prehistoric landscape.



What the hell did he have for lunch? Breath like that can only come from prehistoric meat.



Everything goes boom sometimes!

6 GRAPHICS

- The look is clean and crisp.
- These exact graphics could be from any number of games.

4 MUSIC & SOUND FX

- The music might be fun for young kids.
- Generic, repetitive melodies become almost instantly annoying.

3 INNOVATION

- This game could have been produced in the 8-bit days.
- You've done all of this before.

7 GAMEPLAY

- The action is nicely fast paced.
- The controls are easy to master.

6 REPLAY VALUE

- You know where you're going, but you go anyway.
- Overall challenge is pretty low.

62%

OVERALL GP RATING

Hey, Superstar.

You've done just about everything there is to do in basketball. Except **two** things. You haven't played **NBA® JAM TE™** on **32X™** and **GAME BOY®**. It has all-star teams! Rookie teams! Full court dunks (Can you do that?). 9 pt. shots (you'll love that). 3-5 players per team! Stereo sound*. Arcade player scaling*! The fastest gameplay ever*(a lot faster than you). Updated player rosters! 5 speed juice mode (Drink plenty of fluids). 8 player attributes! Tournament and practice modes (you need all the practice you can get). Same team match-ups! Injuries and fatigue factor! And variable shot clock, overtime (game winning shot at the buzzer, baby) and timer speed!



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KIDS TO ADULTS K-A AGES 6+

Acclaim® entertainment inc.

MIDWAY

SUPER NES

KIDS TO ADULTS K-A AGES 6+

GENRE / action
PLAYERS / 1
SIZE / 8 Megs
SAVE FEATURE / none
PUBLISHER / GameTek
DEVELOPER / Synergistic Software
AVAILABLE / now
PRICE / $59.99

AIR CAVALRY



We strapped Jeff Lundrigan, kicking and screaming, into the remote-control attack chopper. How were we to know that he had a bad fear of heights?



Normally a game that lets you fly around and shoot at things would be great, and this one doesn't look too bad, but once you're flying around, forget it.



Take a really good look at the map during your briefing. It's the only time you're gonna see it — there's no way to call up a map once you're in the cockpit.

While *Air Cavalry* would like to be *AH-3 Thunderstrike*, that just ain't happening. For starters, although you've got a pretty wide variety of attack craft to fly, from Cobras to Blackhawks and super-secret advanced prototypes, none of them fly particularly well, making extremely wide turns — they handle like a flying brick, and it's nearly impossible to avoid enemy fire.

Worse, there's no on-board map you can call up to figure out where you are or where the targets are located. You're shown the battlefield before the mission, but that's it. So most of the time you fly blind, and hitting objectives is mostly a matter of luck.

The missions are generally very simple — blow up X number of tanks or something — but this kind of simple you don't want. Sure, there's a fair number of missions, but they never lead anywhere. There's no overall goal to shoot for, or final stronghold to assault. You just blow up stuff until the game's over.

There is a certain 'no-brain' fun to it, in spite of all the problems, and it does have a two-player split screen mode. Flying against another player makes it a little more exciting, but overall it's never better than average. **GP**





There's a choice of three arenas to fly in: Middle East, South America, and Indonesia. Pictured here are South America and Indonesia — nothing like a little variation in terrain, is there?



Once in a while, instead of blowing stuff up, you're given a Blackhawk and sent out to pick someone up.



The two-player split screen adds a little extra thrill, but not much.

6 GRAPHICS

- There is some varied terrain.
- it's tough to make out what's going on.

6 MUSIC & SOUND FX

- Not bad opening music, and the digitized voices are clear.
- No other sounds make an impression.

6 INNOVATION

- Not many other chopper 'sims' on SNES.
- It's not as good as *Jungle Strike*.

5 GAMEPLAY

- It's always fun to blow up stuff.
- Rough control and lack of goals blow this one out of the sky.

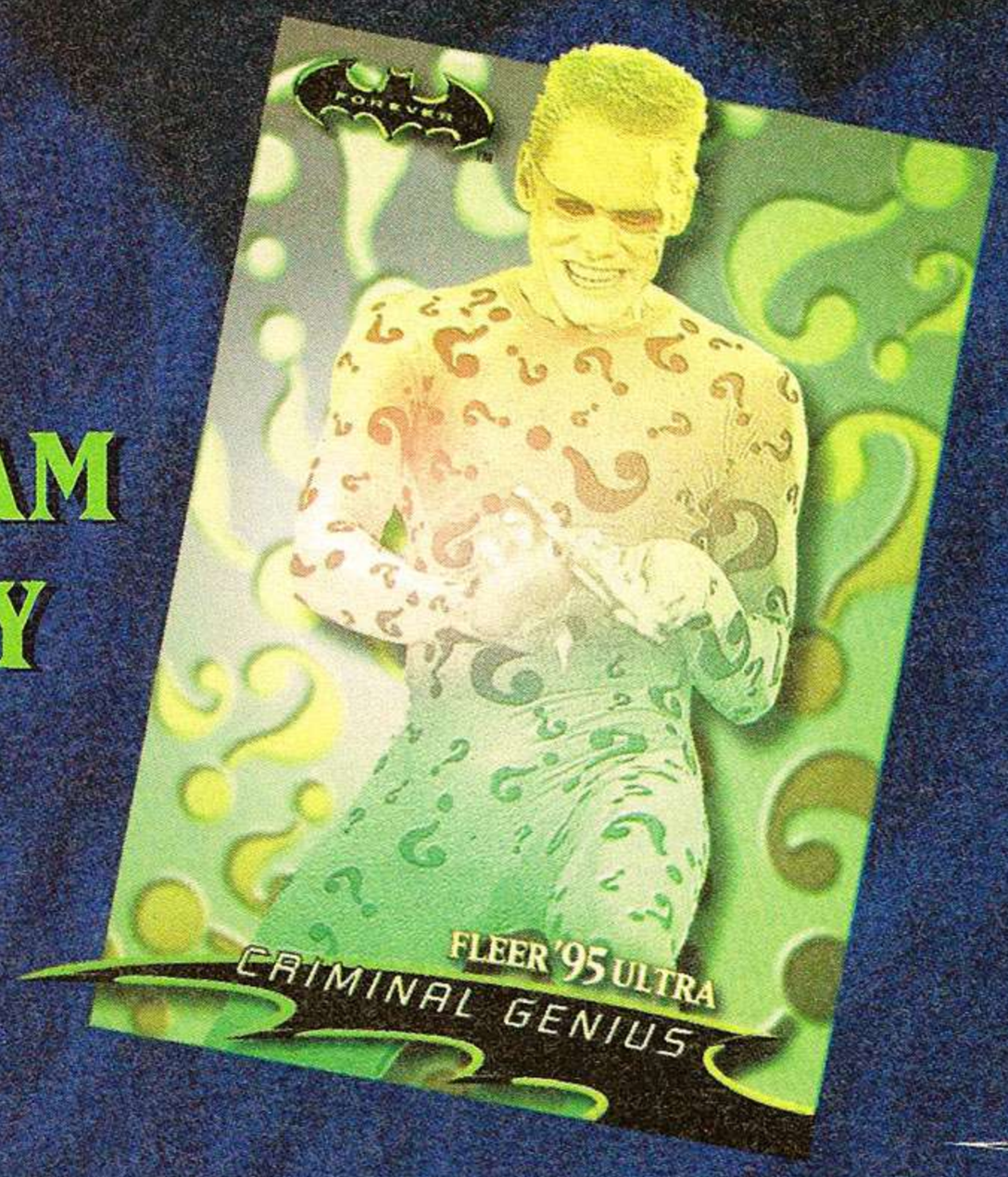
5 REPLAY VALUE

- No mission is ever exactly the same twice.
- Well, actually, most missions are very much the same.

52%
OVERALL GP RATING

THE WORLD OF TRADING CARDS CHANGES THIS JUNE...

FOREVER



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MEGA-CITY ONE TIMES

Morning Edition | June 1, 2139 AD | 5 Credits

Judge Dredd Lays Down The Video Game Law June 16, 1995 A.D.

Special to Mega-City One Times



Judge Dredd, the awe-inspiring thrill packed video game based on this summer's smash action blockbuster starring Sylvester Stallone will be available June 16th on Super NES, Genesis, Game Boy, and Game Gear!

Packing awesome firepower, spectacular futuristic weaponry, and plenty of evil villains, Judge Dredd is shaping up to be the action game event of the decade!

The game will feature 12 challenging levels: seven based on the movie mega-hit, and five based on the comic book that has made Judge Dredd Britain's most popular hero since 1971.



From the crime-ridden overpopulated streets of Mega-City One to the Aspen Penal Colony and the Deadworld, players actually become Judge Dredd! As judge, jury and executioner in the 22nd century, players can utilize such incredible weaponry as the Lawgiver sidearm--it's eight explosive weapons in one--and the astounding Lawmaster motorcycle, armed with machine guns and heat-seeking missiles--and can even fly!

Judge Dredd features multiple styles of game play: From brutal street fighting and intense shooting with eight styles of ammo, to sensational driving on the futuristic Lawmaster, this is the most challenging video game you've ever seen! There's no question about it: Judge Dredd sets a new standard in earth-shaking video game action!

INCREDIBLE GRAPHICS,

AMAZING ANIMATION,

A ROCKING SOUND TRACK...

FREE DC/America--OnLine Startup Kit for Video Game Buyers GET ON LINE NOW!



All citizens be on the alert for specially marked Judge Dredd video game packages! For a limited time, citizens who purchase Judge Dredd for their Super NES or Genesis systems will receive--ABSOLUTELY FREE--a DC/America OnLine startup kit!

This kit includes a free AOL startup disk attached to the game, plus 10 free hours of America OnLine--a $25 value! With the kit, privileged citizens will be able to download Judge Dredd game screens and sounds, chat with Mega-City One Judges on line, obtain exclusive game tips, hints, and strategies in the DC Comics on-line forum in the entertainment section. Plus, take advantage of all the fabulous features that America OnLine has to offer!

Once again, be warned: This incredible offer is available for a limited time only! Act quickly!

It's an officer you cannot refuse, it would be a crime to miss out!

Block War Rips Mega-City One

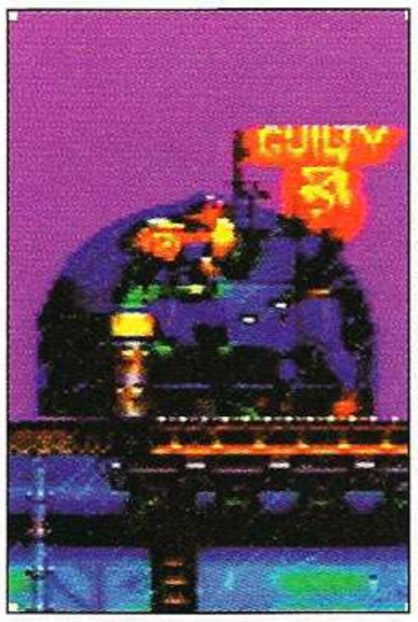
by Rick O'Shea

Anarchy rules the day as a level one block war has broken out at Heavenly Haven Tower Block. Mega-City One's Judges are attempting to gain control of several packs of looters, squatters, and rioters.

"We have many concerns," says Judge Dredd, who is reportedly calling on other judges for back-up. "Above all, we must quickly bring Heavenly Haven Tower Block back to order. However, we also need to locate and destroy existing ammunition stockpiles to prevent such a chaotic outbreak in the future."

Several unconfirmed reports have stated that Zed, widely known as the leader of the squatters in Heavenly Haven Tower Block, is behind the block war uprising.

Judge Dredd refused to comment on Zed's possible involvement in the situation, but added: "Unfortunately, when there are 80 million people living in a city designed for 20 million at most, this sort of lawlessness is inevitable. However, we are confident that justice will prevail."



Zed to Blame For Block War? Profile, next page

Shuttle Crash in Cursed Earth

Desert Locales Provide Unique Gaming Challenges

by Leigh Galitie

A Hall Of Justice shuttle headed for the Aspen Penal Colony was forced to crash-land in the barren Cursed Earth sector outside Mega-City One.

While there are no reports of casualties, Hall Of Justice press representatives are being unusually tight-lipped regarding details of the crash.



One widely circulated rumor reports that Judge Dredd was a passenger on the shuttle. Another rumor gathering strength holds that Judge Dredd was being shuttled to Aspen as a prisoner himself. Should the rumors prove true, there could be wide-sweeping ramifications throughout the Hall Of Justice.



Aspen Breakout

Gamers Battle: In Prison And In Sewers Beneath Penal Colony

by Janice P. Roject

A breakout has occurred at the Aspen Penal Colony. Details remain sketchy, but it has been confirmed that Judge Rico has escaped and is headed to Mega-City One.

As a diversionary tactic to aid his escape, Judge Rico has also released all prisoners confined to Aspen Penal Colony.

Judge Dredd has been called to aid in recapturing the prisoners, though his concerns may be greater: Judge Rico was confined to Aspen by Judge Dredd, and it is expected he is headed to Mega-City One to exact revenge on the Judge who imprisoned him.

GAME GEAR GENESIS SUPER NINTENDO ENTERTAINMENT SYSTEM GAME BOY Acclaim entertainment, inc.

MEGA-CITY ONE'S MOST WANTED

Guidelines For Judges
Recommended Weapons For Sentencing
Special to Mega-City One Times



ZED

Acknowledged as the leader of the squatters at Heavenly Haven Tower Block and believed to be the source of recent uprisings at that site. Almost certainly a frequent instigator of looting and rioting.

Recommended weapon for sentencing: ricochet bullets.



MEAN MACHINE

A brain operation rendered the former Mean Angel a barely controllable psychopath. He is easily recognizable by the dial on his head that registers his meanness on a scale of 1 to 4.

Recommended weapon for sentencing: armor-piercing shells.



JUDGE FEAR

A Deadworld menace, Judge Fear can kill others with the extreme evil of his very gaze. A lieutenant of Judge Death.

Recommended weapon for sentencing: high explosives and boing bubbles.



GILA MUNJA

A band of deadly Ninja assassins who can be found almost anywhere, including the Cursed Earth and the sewers below Mega-City One! They are "spinning tops of terror" and particularly tough to sentence.

Recommended weapon for sentencing: ricochet bullets.



ABC ROBOT

This armored combat veteran of the atomic, bacterial, and chemical wars is programmed to serve only one master: Rico. Its mission is simple: guard Rico, and carry out any and all of his destructive orders.

Recommended weapon for sentencing: high explosives.



JUDGE MORTIS

Still another Deadworld associate of Judge Death, Judge Mortis possesses remarkable power: His very touch can cause his victim sudden and extreme physical decay.

Recommended weapon for sentencing: high explosives and boing bubbles.



JUDGE HUNTERS

A group of Judges who ensure that all Judges are abiding by the law--even Judge Dredd.

Recommended weapon for sentencing: grenades or ricochet bullets.



SKY SURFERS

Adding to the already chaotic world of Mega-City One, the Sky-Surfers whip up a frenzy throughout Mega-City by literally surfing through the air!

Recommended weapon for sentencing: ricochet bullets.



JUDGE FIRE

One of the four members of the infamous Dark Judges, Judge Fire is more than just hot to the touch! And with his flaming pitch fork, he resembles the devil himself!

Recommended weapon for sentencing: high explosives and boing bubbles.



RICO

An insane killer, Rico is determined to gain control of Mega-City One by creating an army of clone soldiers who carry out his every vile order. A former Judge, Rico has swerved so far afoul of the law, he must be stopped.

Recommended weapon for sentencing: incendiary missiles.



RAPTOR

This enormous green alien, with his extending antennae, is one of the most dangerous foes of Judge Dredd.

Recommended weapon for sentencing: heat-seeking missiles.



JUDGE DEATH

Judge Dredd's greatest foe from Deadworld, Judge Death escaped to Mega-City One via an inter-dimensional portal. His twisted logic: Crime is committed by the living. His evil mission: Exterminate all life.

Recommended weapon for sentencing: high explosives and boing bubbles.

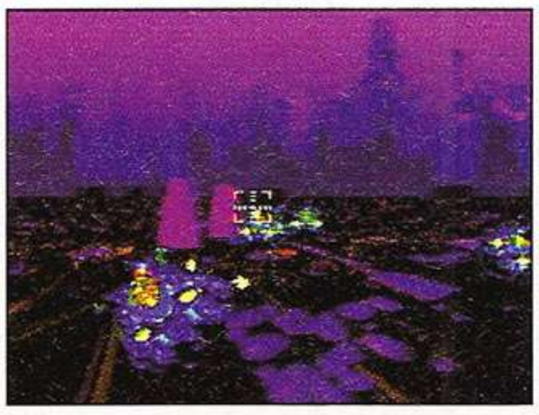
AERIAL LAWMASTER DOGFIGHT STUNS CITY!

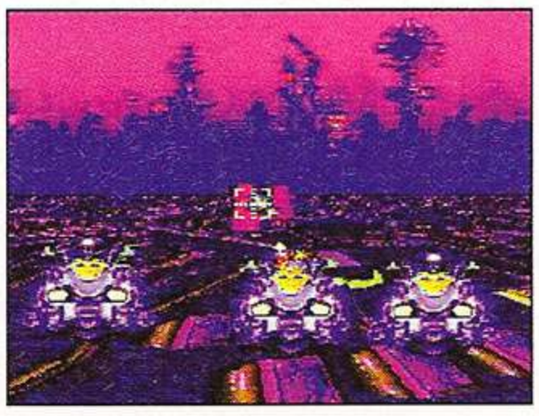
Unique Weaponry Highlights Judge Dredd Game Play

by Al T. Tude

A spectacular and stunning high-speed chase involving two Lawmaster motorcycles blazed through the skies above Mega-City One yesterday. Reportedly, a lawless perp from the Cursed Earth region had hijacked one of the high-powered, heavily armed vehicles that serve as standard issue to all Judges. All Lawmasters are armed with machine guns, heat-seeking missiles, a Cyclops Phylon TX laser cannon, and black sidewall tires. The perp was apprehended and brought to an interrogation cube for questioning. No further information is available at this time.









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SUPER NES

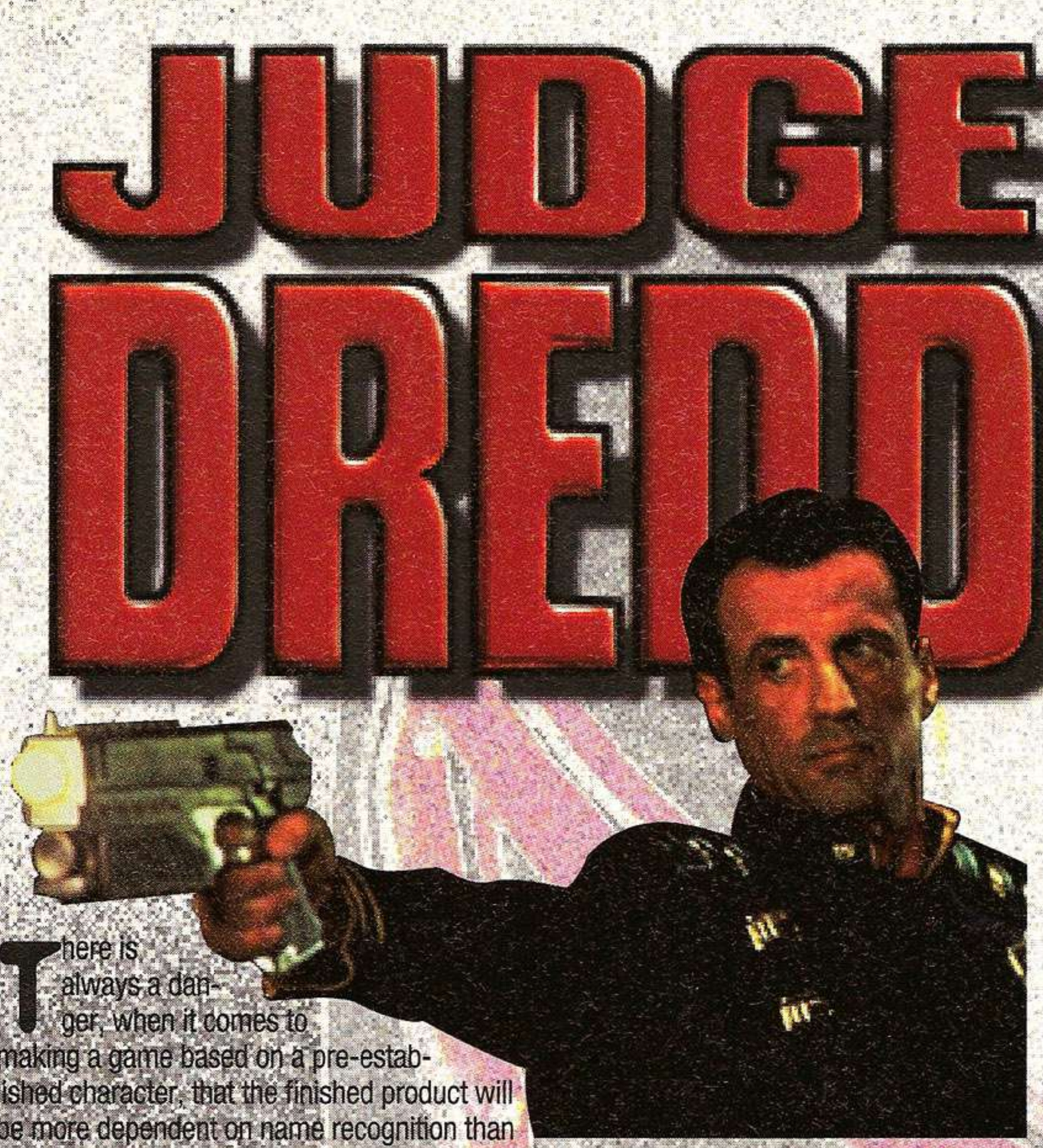
TEEN T AGES 13+

GENRE / action
PLAYERS / 1
SIZE / 16 Megs
SAVE FEATURE / password
PUBLISHER / Acclaim
DEVELOPER / Probe
AVAILABLE / now
PRICE / $64.99

JUDGE DREDD



When Patrick Baggatta suddenly jumped on top of his desk and started screaming 'I am the judge and you are all guilty!', we all just smiled. Then we beat the crap out of him!



Mission Possible

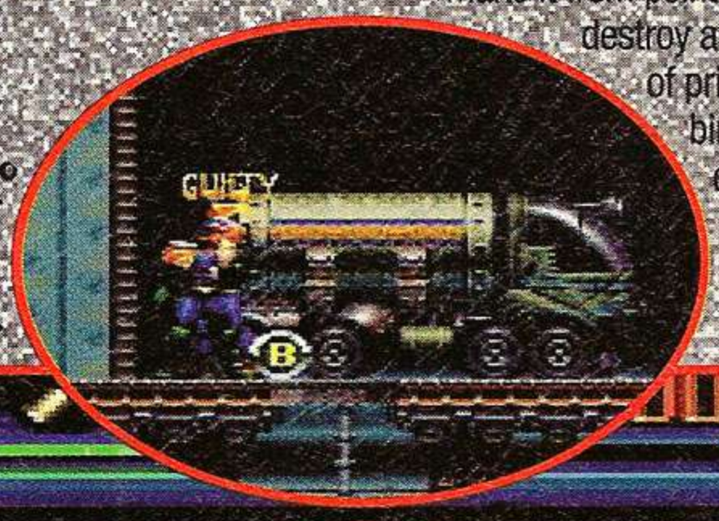
Not satisfied by blood and gore alone, Judge Dredd is given actual missions to complete.

There is always a danger, when it comes to making a game based on a pre-established character, that the finished product will be more dependent on name recognition than actual game quality. Fortunately, *Judge Dredd* is not such a case. This is not to say that *Judge Dredd* is a remarkable game because there is not quite enough originality involved to make it that good. However, *Judge Dredd* is a solid action game with good graphics, fast action, and some interesting twists.

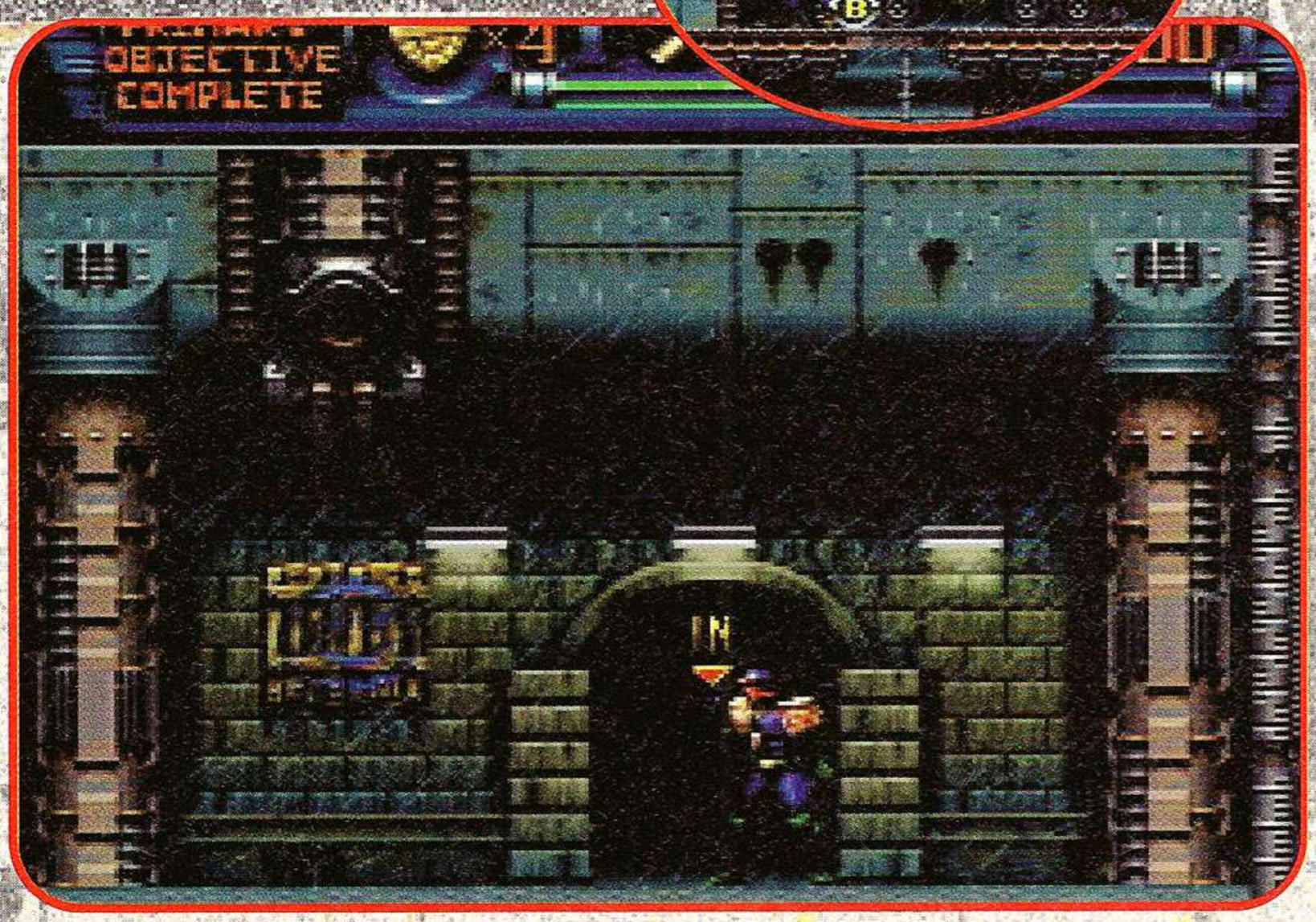
Relying on some video game standards such as 'shoot everything that moves', the action is not exactly earth-shattering, but there are still some facets of game play that make this game a little out of the ordinary. For example, the mission of each level is not simply to make it from point A to point B without being killed. Instead you may have to destroy all the enemy ammunition storage sites or lock down a system of prison doors in the midst of a riot. The mission objectives, combined with tough enemy characters and some maze-like exploration, are the elements that make this game appealing on more than a superficial action level. This one is a safe bet in the fun department, even if it doesn't quite amaze you. **GP**



The ammo storage units are easy enough to find, but only the bombs can blow them apart.



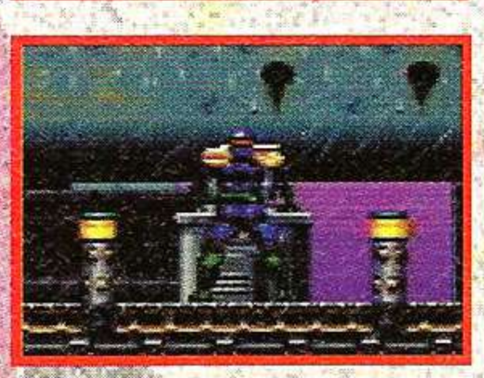
Don't think your enemies are just going to sit back and allow you to complete your mission. Kill them if you must, but if you're feeling merciful, sending them off to jail allows you to carry on.



The arrow over the exit door doesn't flash until you have completed your objectives.



Sometimes extraordinary measures are necessary to complete a mission.



Check in at the computer terminals to get vital information.



There are three main things that can be checked out at the computer terminals, but mission status is generally the most important.



Escaping prisoners are hardly ever a good thing, and no one likes being sent into a riot zone.

He may look human, but if any human could take this many bullets in the chest, blood banks all over the world would be going out of business.

You know an enemy was tough when he leaves behind a ghost-like skull.

Start shooting and keep shooting. This guy takes a licking and...well, you know the rest.

Not A Friend In Sight

The enemies are not as plentiful as you may expect but they are pretty damn tough.

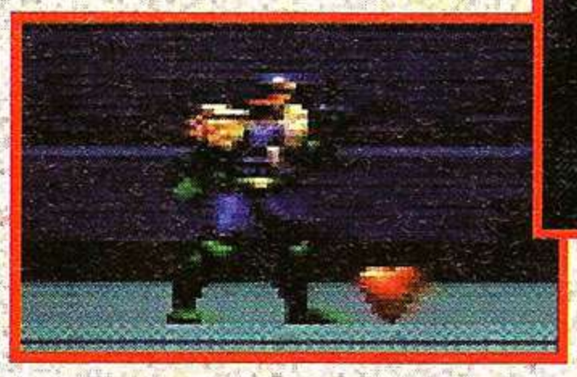
Some people simply don't have time to wait until you get completely off the ladder before they start shooting.



If the green slime doesn't kill you, this guy might.



Underground passages are a mighty good place for falling rocks, and the meanest of enemies.



You can count on a very short game if you don't find any of these babies.

A SECOND OPINION

While I wasn't nearly as impressed with *Judge Dredd* as Patrick was, I have to admit that I kind of liked the fact that it used elements from the *Dredd* comic book as well as the movie. Basically though, I found the mazes more annoying than anything else [it's one of those games where you can complete the level objective and then spend another hour just trying to find the way out]. Still, for a side-scrolling action game, it ain't bad — not great, but not all that bad. — *Jeff*



GRAPHICS 7

- The rain effect in the first two levels is really convincing.
- There really isn't very much depth in the backgrounds.

MUSIC & SOUND FX 8

- The music is more like a movie soundtrack than that of a video game.
- Sound FX have a realism that is missing from most games.

INNOVATION 6

- The mission objectives are an interesting twist to the standard action game.
- Most of the action is 'side scrolling duck and shoot'.

GAMEPLAY 7

- The action is intense enough to keep you paying attention.
- The mission objectives add a challenging element to the game.

REPLAY VALUE 7

- This game is tough enough to keep you from an early finish.
- There is stuff here that seems too familiar from the beginning.

70%

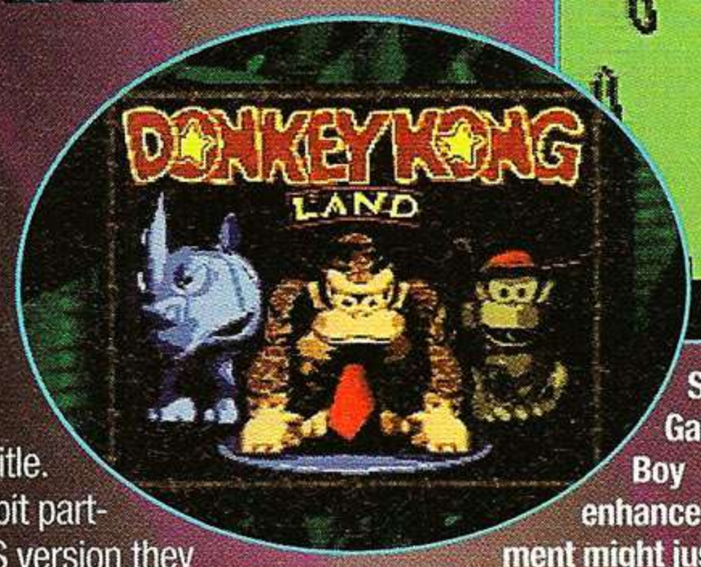
OVERALL GP RATING

SMALL SCREENS

Before stocking up for that next road trip, check out our hands-on reviews of the latest in hand-held gaming (and don't forget the road sodas).

DONKEY KONG LAND

System: Game Boy • *Publisher:* Nintendo
Developer: Rare • now available • $39.99



Super Game Boy enhancement might just have you thinking that you're playing a Genesis game. Look at all those colors.

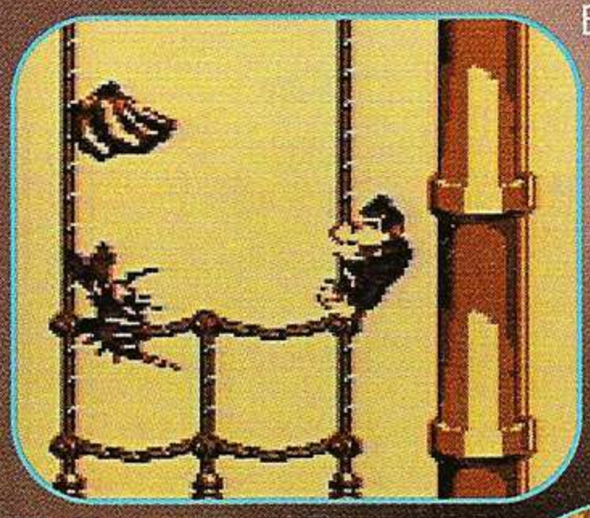


The trees aren't as nice as *DKC*, but pretty sharp for a Game Boy.

Everyone was astonished by the graphics in *Donkey Kong Country* on the Super NES. The gameplay wasn't really anything new, but the beautiful world made the game. Now Rare has tried to bring some of that magic to the Game Boy. However, the rendering abilities of the Game Boy are non-existent, which makes this game just another solid side-scrolling Game Boy title.

However, *Donkey Kong Land* does play just as good as its 16-bit partner. The game includes Diddy and Donkey, but unlike the Super NES version they aren't ever on the screen at the same time. The tiny Game Boy screen makes shooting out of barrels and timing jumps near impossible, but with a Super Game Boy it's much easier. To their credit, Rare didn't just push out a black and white version of their mega hit. What they did was make all-new levels with tons of new secret areas.

If you're expecting a title equivalent to *DKC*, you'll be very disappointed. But if you're looking for a Game Boy game that'll keep you busy for hours and hours, *DKL* is a fine choice.



Climbing up ropes while avoiding bees and snakes is bound to make you go ape. Challenging or frustrating? You make the call.



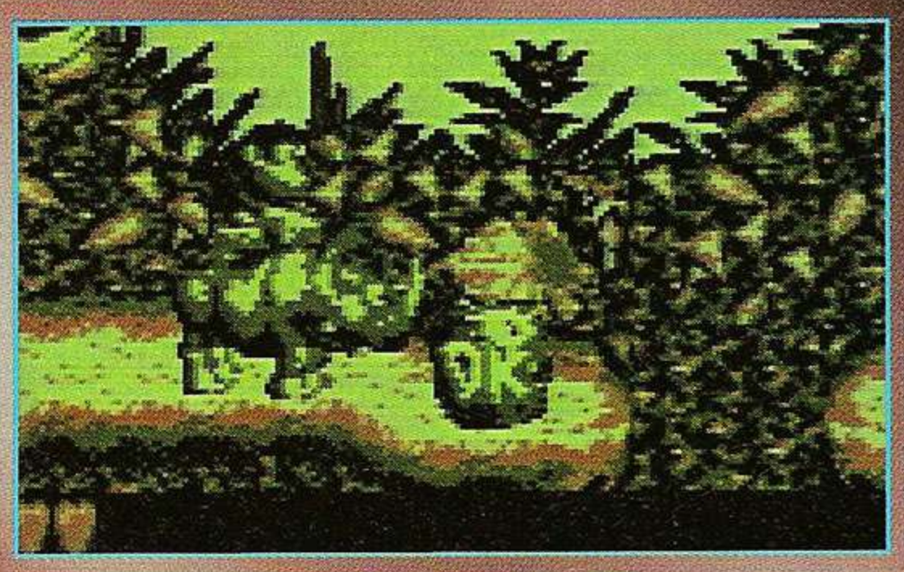
This rope rises out of the ground when you uncover a secret area. Hop on and collect some bananas.



Everyone's favorite little buddy (no, not Gilligan) — Diddy, is included in this game and is still darn cute.



Bonus areas are plentiful and make this game great.



The Rhino made the trek to the Game Boy, but his galloping sound effects didn't.

7 GRAPHICS
8 MUSIC & SOUND
6 INNOVATION
8 GAMEPLAY
9 REPLAY VALUE

OVERALL 81%

KIRBY'S DREAMLAND

System: Nintendo *Publisher:* Nintendo
Developer: Rare • now available • $39.99

The incredible schmoo (Kirby) has suddenly become the hardest working mascot in the video game biz. Forget Mario, Sonic, or Donkey Kong, Kirby is da Man... er, thing.

After two 16-bit titles, Kirby's making his way back to the hand-helds with *Kirby's Dreamland*. Kirby's uncanny hoover-like ability to suck up enemies and spit them out as weapons is original. However, that is the only original thing in this game. It's Mario, but instead of jumping on heads you suck and blow. That doesn't mean *Kirby's Dreamland* is void of fun. Actually, it's quite a fun little game that is one of the better Game Boy carts.

There's nothing spectacular or fancy here — it's just fun.

6 GRAPHICS
6 MUSIC & SOUND
7 INNOVATION
8 GAMEPLAY
6 REPLAY VALUE

OVERALL 70%

NHL All-Star Hockey

System: Game Gear
Publisher: Sega • *Developer:* Gray Matter
now available • $39.99



Just like you'd see it from the nosebleed seats. Actually, I don't think any seat is this bad. We're pretty sure that's a check though.

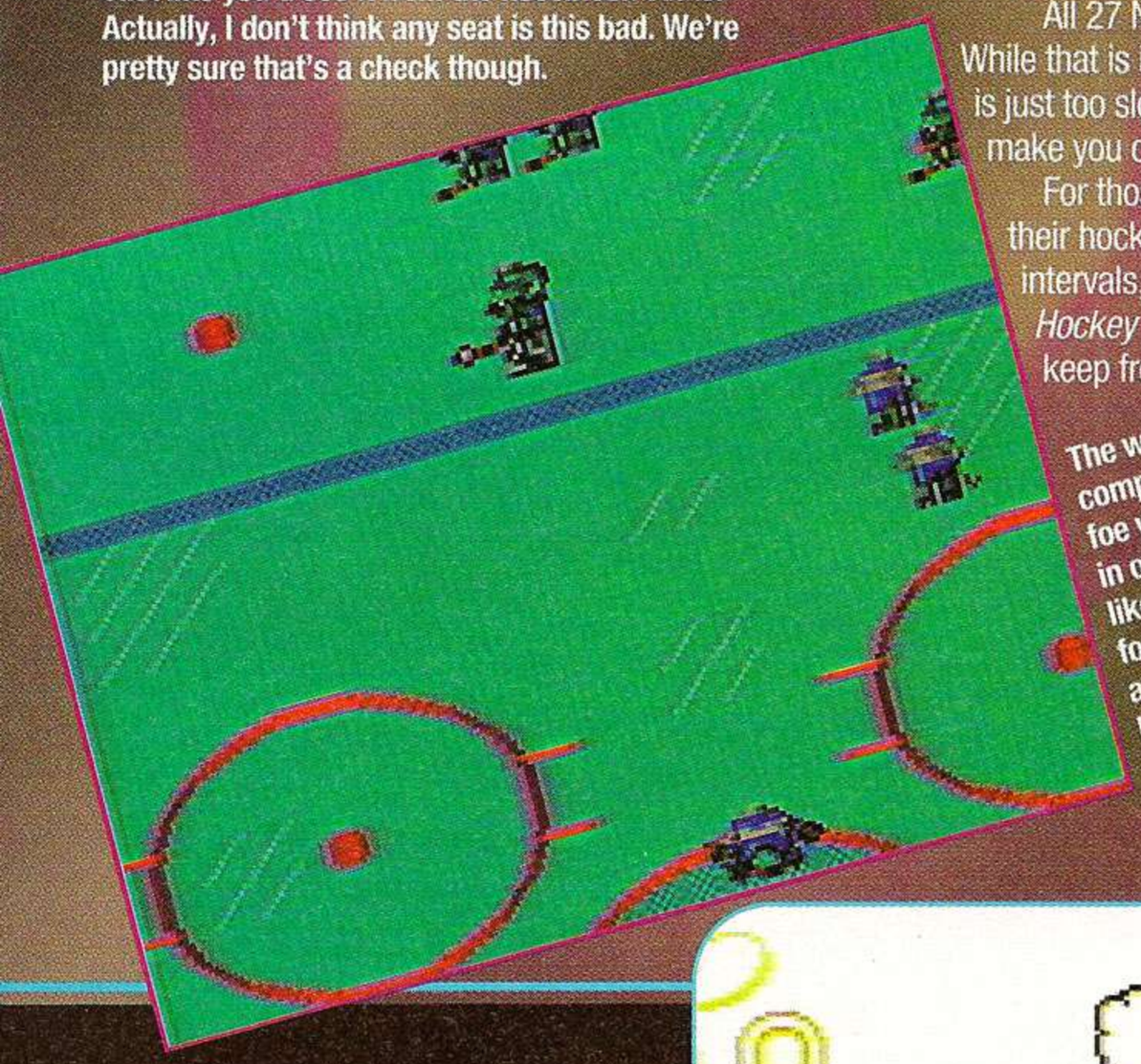


Is that a puck? Is that a player? Where do I pass it? These are all questions you're bound to ask when confronted with this miniature hockey game.

Bone-crunching checks, crisp passing, and high-speed skating is what hockey is all about. Unfortunately, the Game Gear isn't capable of capturing any of those very well. The tiny players move at a snail-like pace and have no ability to make sharp cuts. Add an even smaller puck and some very poor computer A.I., and you have to search to find the fun.

All 27 NHL teams have their real players and stats. While that is important in a hockey sim, the action is just too slow, small, and wonky to make you care.

For those who must have their hockey fix at two-hour intervals, *NHL All-Star Hockey* is a decent way to keep from suffering the effects of withdrawal. But, unless you're totally obsessed with hockey, this game isn't worth a puck.



The wise computer foe will sit in one spot like this for as long as you let him. What a strategy!



Real players and stats are required in a 16-bit title, but take up too much room on this miniature game.

7 GRAPHICS
6 MUSIC & SOUND
6 INNOVATION
5 GAMEPLAY
6 REPLAY VALUE

OVERALL 57%



First he sucks with all his might.



Then he huffs, and he puffs, and he blows the bad guys out.



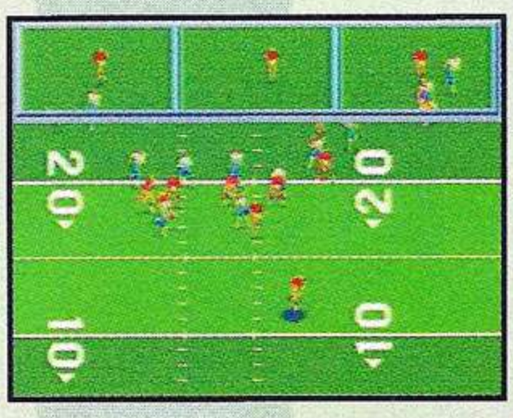
Another handy Kirby ability, is filling his cheeks with air and floating like this.



Kirby has friends, too. Defeat a boss and you can ride a rat, get flown around by an owl, or even swallowed by a fish.

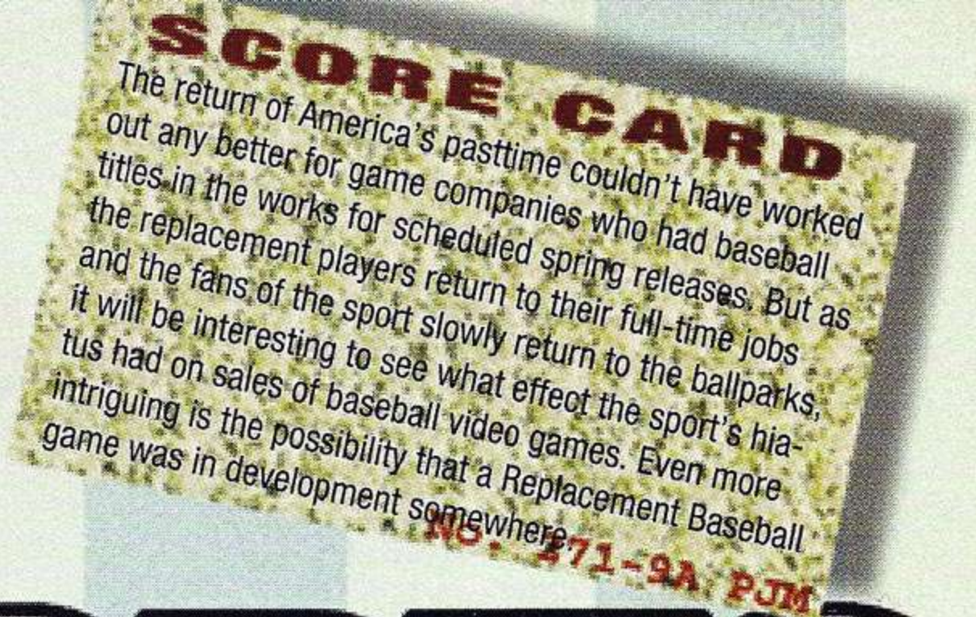



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'TIS THE SEASON TO BE JOLLY!

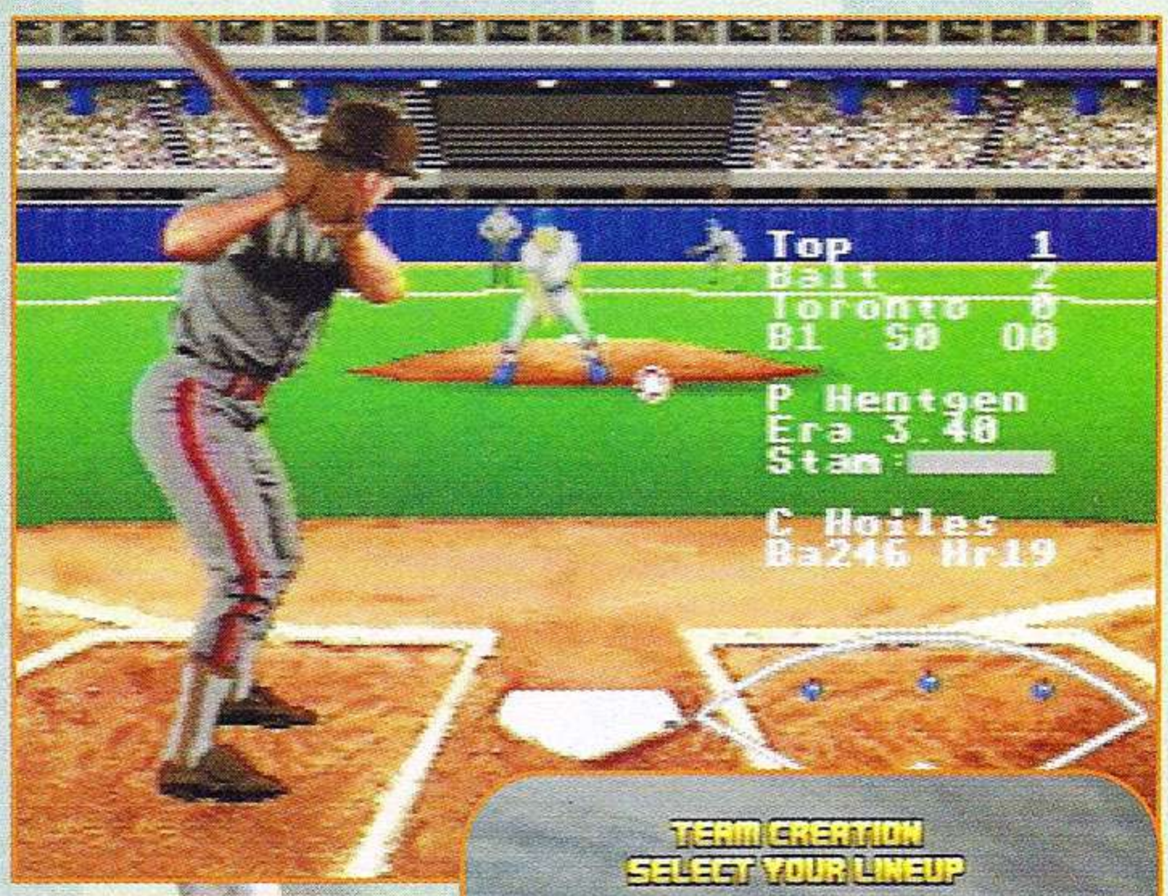
Believe it or not, fall is right around the corner. And for sports fans that means one thing and one thing only: FOOTBALL! Sport Accolade is ready to ring in the season with *Unnecessary Roughness '95,* which they've labelled as a hard-hitting football simulation. Be on the lookout for a full review in an upcoming issue; you can be sure we'll give you the lowdown as soon as we've run it put it through its paces!





R.B.I. BASEBALL '95

Publisher: Time Warner
Developer: Time Warner
now available • $44.95

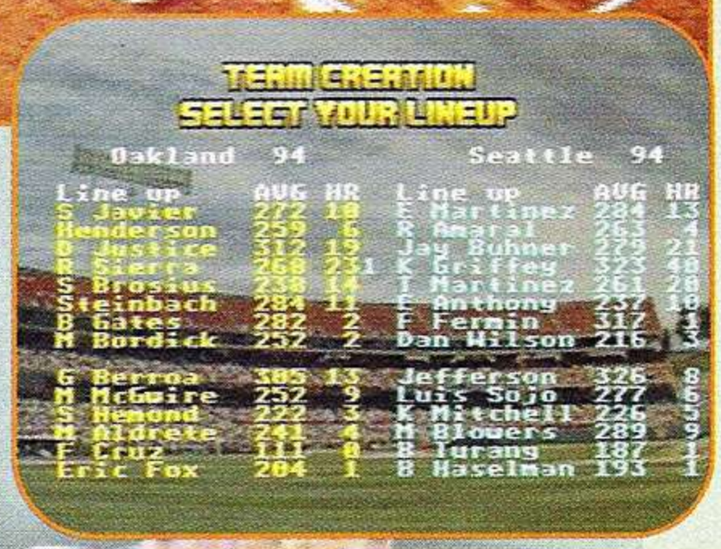


The strike zone perspective gives you a great look at the pitches. But the incredible movement on the ball (remember, this is an arcade game) still makes batting a tough skill to master.

Few games on the market today have the name recognition — much less the staying power — of the *R.B.I. Baseball* series. I still remember those times my best friend and I took off for the the local arcade during the high school lunch break just to play nine-innings. It was an arcade game at its finest with a little strategy thrown in. Now, as we see the *R.B.I.* series move to the 32X in the form of *R.B.I. Baseball '95*, the game still possesses those same qualities.

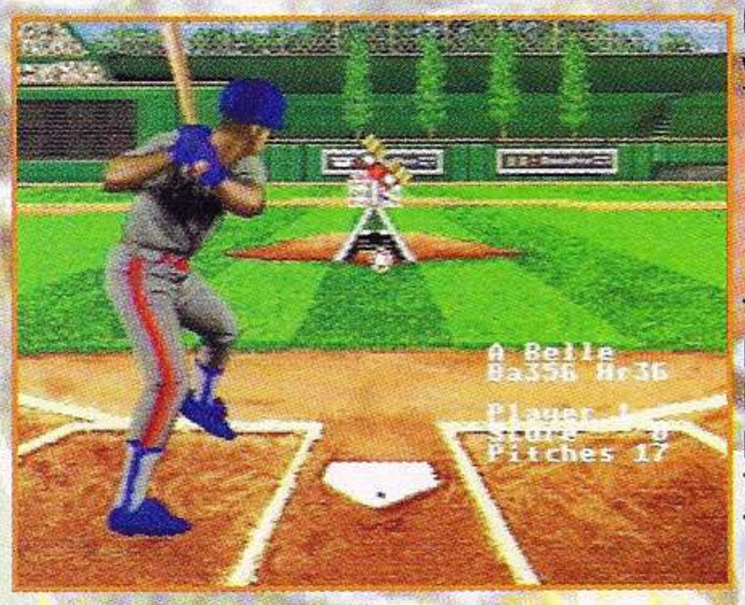
Graphics have never been a strong suit of the series and even with the enhanced capabilities of the 32X the game still pales in comparison to other 16-bit baseball titles. This *R.B.I.* has been given a slight facelift though, and the addition of a strike zone perspective puts you in the middle of the action. But where this game scores the most of its points is in the area of gameplay. The controls are simple and responsive, which is crucial since the game is truly an arcade game rather than a simulation.

Beyond the game play there are a lot of extras that expand on features found in recent 16-bit *R.B.I.* games. For example, a Game Breaker's mode allows you to place any two teams in a variety of pressure-cooker scenarios. There are a total of 70 teams from which to choose, including all 28 teams from the 1994 season, all-star squads for the past five seasons, and league champions dating back to 1986 (each team has its own stadium which generally resembles the real thing). And if that's not enough, there's a Create Team mode which lets you make those trades you've dreamed of. Other game options includes series, multiple-length seasons, and home run derbies.

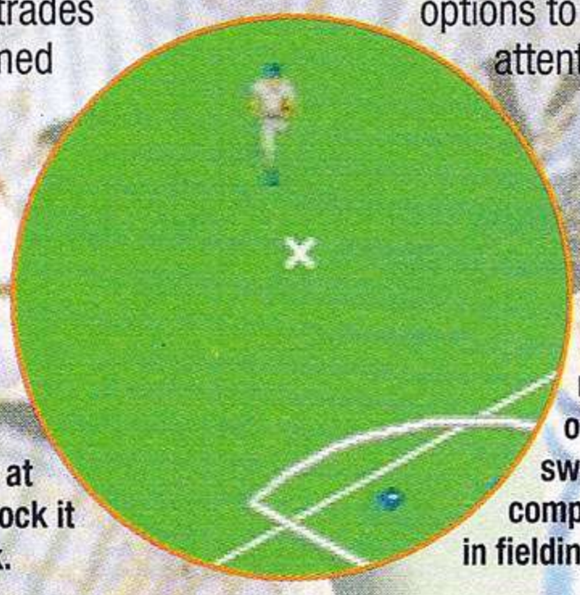


Team Selection mode lets you put on your general manager cap and pluck the league's best from their true team and put them on yours.

If it's hardcore stats and realism you're looking for, *R.B.I. Baseball '95* for the Sega 32X may not be your cup of tea. But if you're searching for a fun arcade-style cartridge with plenty of options to hold your attention, drink up.



The Home Run Derby Mode lets you put your favorite player at the plate to knock it out of the park.



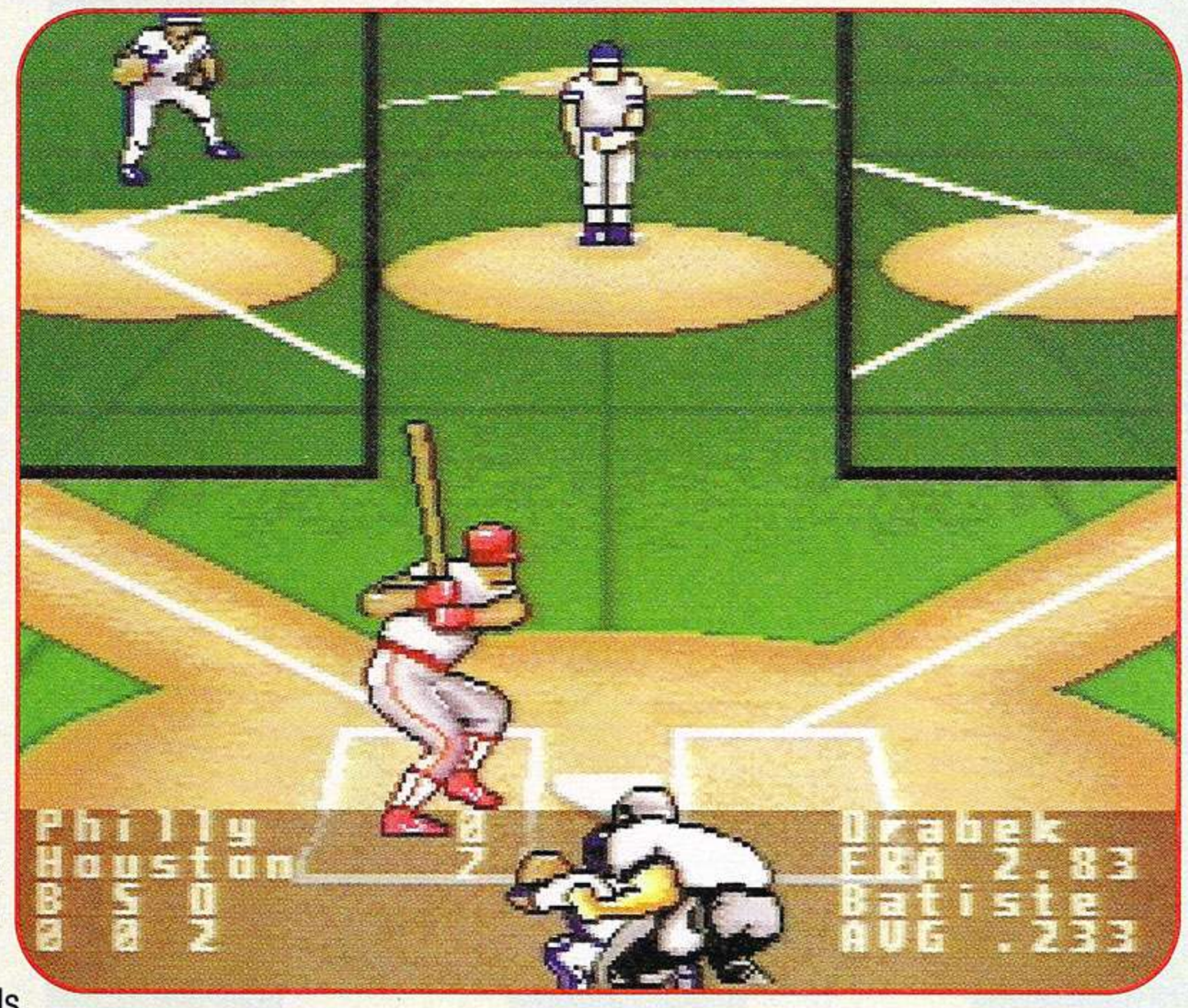
The scrolling perspective can make shagging fly balls a real test. But you only need to flip a switch to recruit the computer to assist in fielding.

7 GRAPHICS
6 MUSIC & SOUND
7 INNOVATION
8 GAMEPLAY
8 REPLAY VALUE

OVERALL 77%

SUPER R.B.I. BASEBALL

Publisher: Time Warner
Developer: Time Warner
now available • $59.95



While the graphics are vaguely reminiscent of the original *R.B.I. Baseball* arcade game, it looks more like something you'd find on your NES.

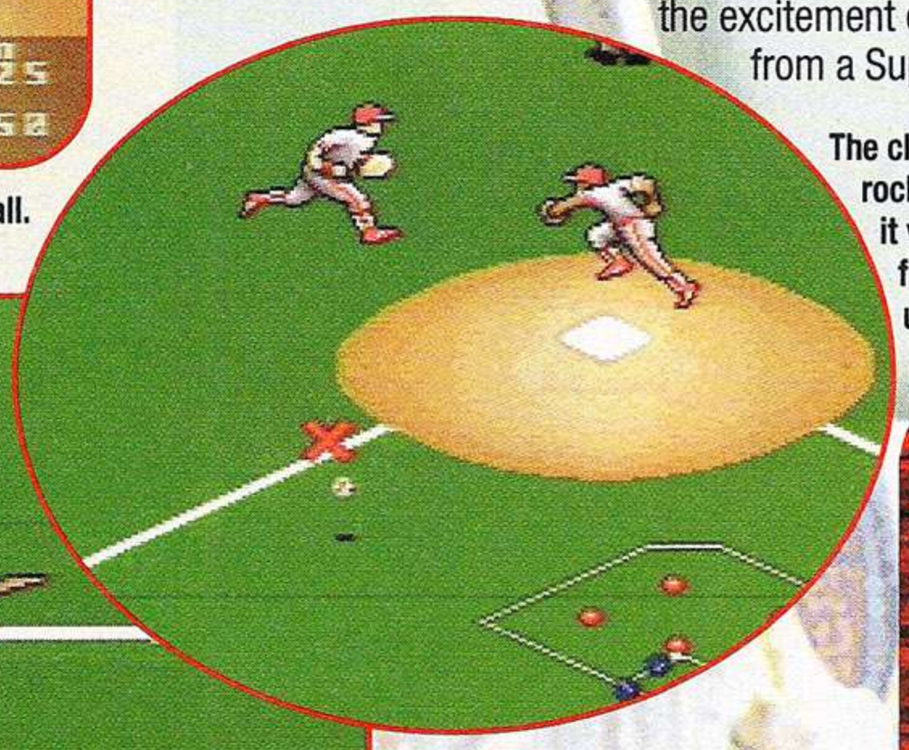
When you look at *R.B.I. Baseball '95* for the 32X and *Super R.B.I. Baseball* for Super NES, it's hard to believe that both games are from the same company. But it's true: both come from Time Warner. Granted, you should expect the 32X version to be more impressive simply because of the increased capabilities of the 32-bit platform. Yet despite offering the exact same game options (game breakers and create teams options for example), the Super NES version not only falls way short of its 32X relative, but it also lags behind the baseball competition on its own platform.

The blocky graphics lack detail and resemble an 8-bit cartridge, while sluggish game play steals the excitement. A close-up overhead perspective follows a ball that has been hit, but the view is so restrictive that you rarely see your fielder soon enough to position him for the catch. A radar is designed to assist in these situations and there is an option to allow the computer to control your defense, but these are merely band-aids that don't effectively solve the problem of the poor camera view. The controls are somewhat cumbersome, with the base-running controls assigned to the L and R buttons rather than the easier-to-execute X and Y buttons.

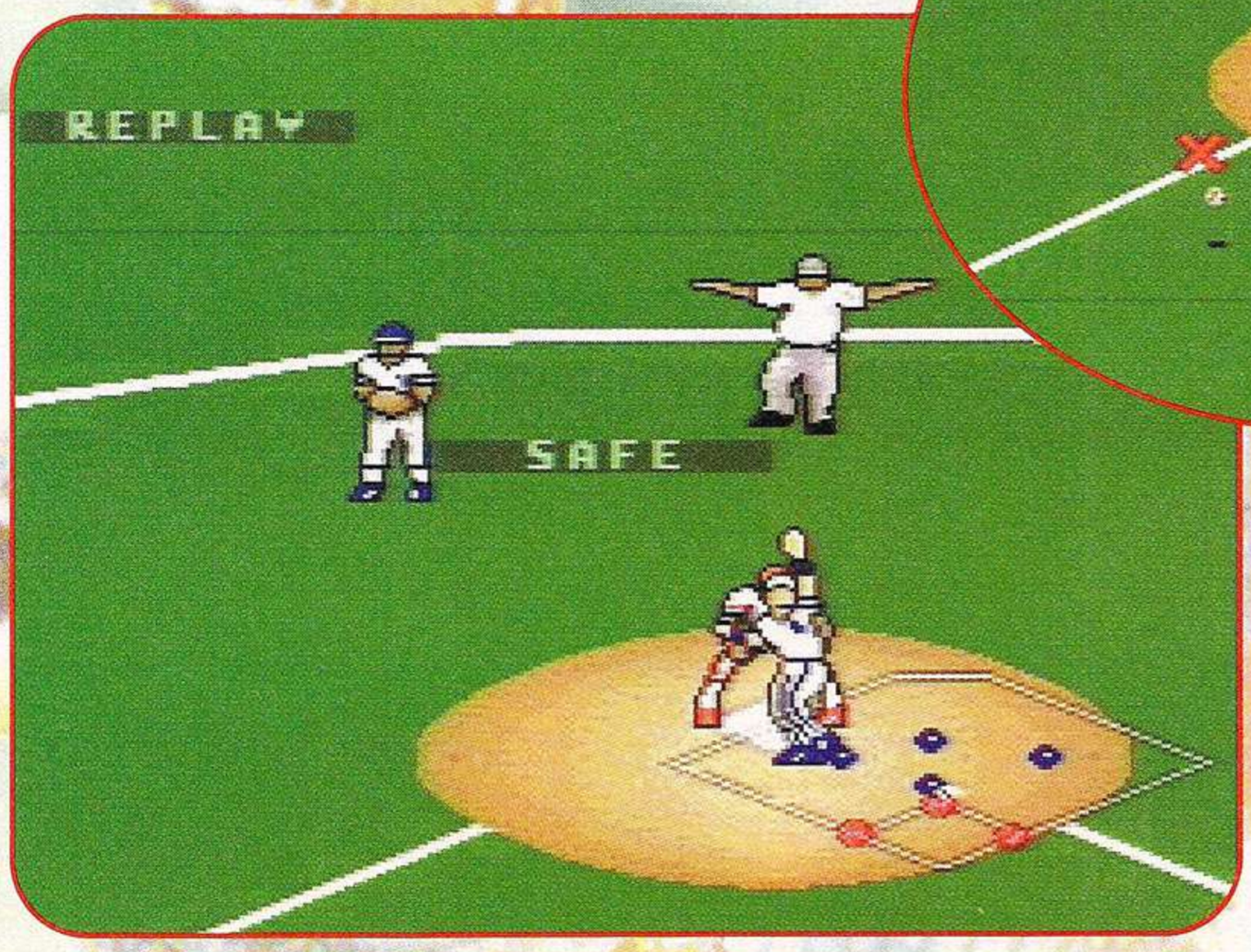


Really in a jam? Need that third strike? Time for the dreaded spitball.

Super R.B.I. Baseball is little more than a stripped down version of the 32X game also reviewed in this section. The design and structure is essentially the same for both titles. There are plenty of play modes ranging from a home-run derby to a game breaker's scenario, but despite the standard single game and seven-game series options, there is no true season mode — only an option to play one game against every team in the division or league. Passwords preserve your progress. There are 50 teams to choose from (including division winners since 1989 and two all-star squads) and a Create Team feature lets you mix and match team rosters. Yet even with these options, *Super R.B.I. Baseball* just doesn't offer the excitement or game play you should expect from a Super NES baseball game.



The close-up view of the ball as it rockets toward the outfield makes it very difficult to line up your fielder, since you can't see him until the ball is right next to him.



There is a replay option, but a replay is also shown automatically after key hits and home-runs.

4	GRAPHICS
6	MUSIC & SOUND
4	INNOVATION
6	GAMEPLAY
6	REPLAY VALUE
OVERALL	57%

THE SPORTING NEWS POWER BASEBALL

Publisher & Developer: **Hudson Soft**
now available • $50-60



There are three parks to choose from for exhibition play: an outdoor ballpark, a domed stadium, and the ever-inspiring Dream Field.

Rounding out this month's mini-tribute to the sport of baseball is *The Sporting News Power Baseball* for Super NES. Like the other two baseball cartridges featured in this section, this game focuses on arcade action more than simulation — and actually goes further to that end than the other two we've looked at.



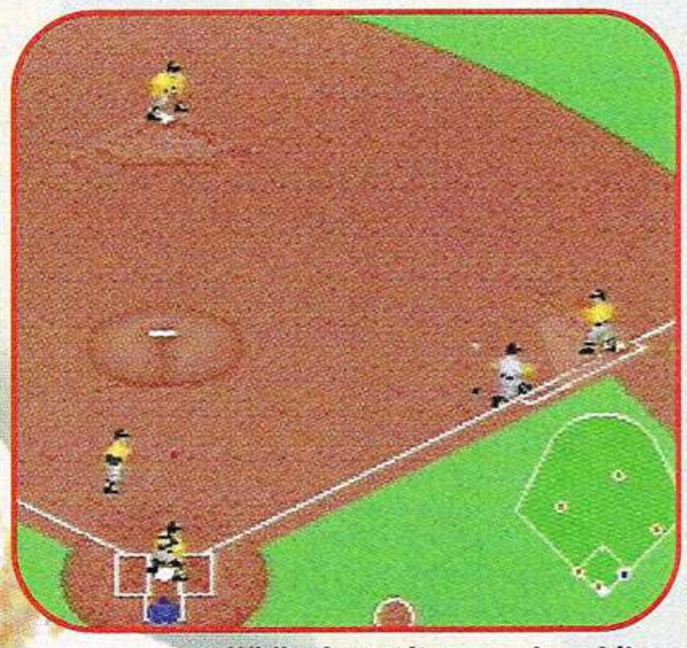
The home run derby is the most exciting aspect of the game, although the balls seem to be a bit more 'juiced' than they are in actual games.

Hudson Soft's *Power Baseball* contains elements of the original *R.B.I. Baseball* arcade game and Nintendo's *Ken Griffey Presents Major League Baseball:* fast action that will test your reflexes and simple controls that take no time to learn.

Game modes for *Power Baseball* include exhibition, home run derby, and All-Star match-ups. You can also embark on a 26-, 52-, 78-, or 162-game pennant race. But stats and team management are not a big concern in this game. The intent is to provide a fast, action-packed baseball game that doesn't get bogged down in strategy and numbers. Hudson Soft pulls off the arcade approach rather well.

The simple graphics give the game an arcade-style feel, and the batter/pitcher showdown screen is the game's highlight. From the combination of the smooth swinging motion and the sound effects of the crack of the bat you can almost tell whether or not the ball's leaving the yard. Looking from the overhead fielding perspective, the player sprites are rather small, but not so small that they hamper your defensive abilities. As in the *R.B.I.* series, the pitching, hitting, and fielding controls couldn't be simpler, and up to four people can join in the action with a multi-player adaptor.

There are better arcade-style baseball cartridges available for the Super NES, but *The Sporting News Power Baseball* by no means dissappoints. While it lacks the charisma and extras of more notable games, it remains a solid title that's sure to entertain.



While the sprites may be a bit on the small side, that doesn't affect your fielding. The distant perspective actually allows you to get a good look at the big picture.

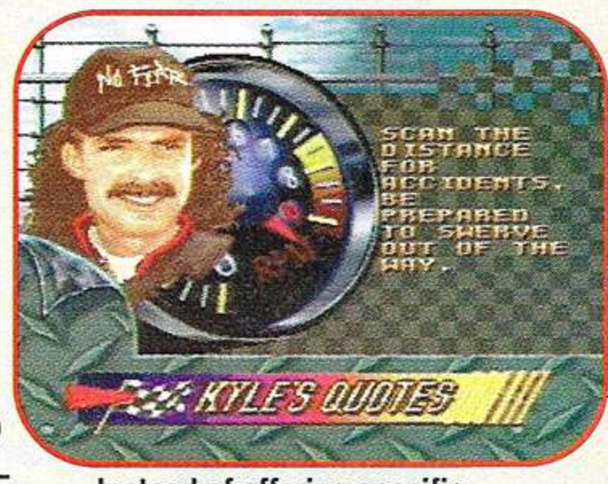
7 GRAPHICS
7 MUSIC & SOUND
6 INNOVATION
7 GAMEPLAY
8 REPLAY VALUE
OVERALL 73%



A Major League Baseball Players Association license puts all the real players in the game, but a name editor lets you put yourself in there, too.

KYLE PETTY'S NO FEAR RACING

Publisher & Developer:
Williams Entertainment
now available • $50-60



Instead of offering specific hints for the upcoming track, Kyle Petty usually only offers generalized comments that could be applied to any race.

You don't have to be a race fan to know that the name Petty is synonymous with racing. Richard Petty paved the way, so to speak, for his son Kyle, who has now entered the video game circuit with *Kyle Petty's No Fear Racing* for Super NES. But while *No Fear Racing* may have a sleek outward appearance, there's really not much too it when you look under the hood.



The stock car graphics are fairly impressive on their own, and the spin-outs and rolls help to create the games aggressive 'no fear' image.

The game is actually a cross between a NASCAR simulation and a *Rock N' Roll Racing*-style game. The 24-bit cartridge has some fairly impressive 3-D car animations, while rock music and a screaming monster-truck-rally announcer accompany the action. In an apparent effort to keep the game exciting, nitro speed bursts are included. However, instead of livening up the action, the nitros tend to make the races lopsided in favor of any human smart enough to stock up on the speed bursts. There are plenty of other ➜

8 GRAPHICS
7 MUSIC & SOUND
7 INNOVATION
5 GAMEPLAY
4 REPLAY VALUE
OVERALL 52%



Stock up on nitros and tire changes while in the shop, and you're able to leave the competition in the dust.

➜ accessories available for your car between races, but by concentrating solely on tire changes, nitros, and timely pit stops you can usually dominate the field.

There are 28 speedways featured, but apart from the differing backgrounds (sunny, night, foggy, rainy, etc.) the tracks become very monotonous. Each straight-away, right turn, and left turn look exactly the same from track to track. On the plus side, the game features a custom track editor which allows you to lay every curve and place every road sign. Game modes include single race and season options, and a two-player split screen mode enables you to race against a friend.

Once you get beyond the game's 3-D animations and into the racing action, *Kyle Petty's No Fear Racing* doesn't quite deliver the goods. Regardless of the number of tracks and despite the fact there is a track design feature, this game gets boring fast. The lack of diversity and challenge should earn this game a one-way trip to the garage for further tuning and repair.



The custom track editor lets you put on the hats of both architect and builder. Then you can put on your helmet and put your new creation to the test.

QUARTERBACK CLUB — 32X

Publisher: **Acclaim**
Developer: **Iguana Entertainment**
now available • $59.99



There are many branches to the well-structured playbook, and the special teams area offers more kicking and returning plays than most games.

Just a few months ago we put the Super NES and Genesis versions of *NFL Quarterback Club* under the ***Game Players'*** microscope (reviewed in GP Sports, 8#2). Despite the many delays in development, the final product proved to be definitely worth the wait. The trend continues as Acclaim moves the impressive *NFL Quarterback Club* to Sega's 32X.

While the 32X version lacks the Quarterback Challenge mode found in the 16-bit cartridges, that is the only area in which the souped-up model lags behind its predecessors. Incredibly smooth animations (and I mean that) make the game a delight to look at, while obliging controls make it just as much fun to play. Added bits of realism — both on the field and in the playbook — give this game a few advantages over the front runners on the 16-bit platforms. Still, despite the graphics and solid game play, *Quarterback Club* doesn't measure up to the top-ranked Super NES *Madden NFL '95*, although it comes as close as any of the recent pigskin releases.

Besides Exhibition, Season, Playoff, and Pro Bowl play modes, there is also a Simulations feature. As in the 16-bit versions, you get to strap your helmet on and test your mettle in 30 reality-based scenarios of varying difficulty. The 19 featured QBs are the only players whose names are acknowledged in the game, but accurate player numbers are included for each team and there are 28 NFL squads to choose from. And four battery back-up slots are available to save your progress once you begin the tough road through a season or the playoffs.

If you're a Sega fan who was disappointed that the Genesis version of *Quarterback Club* didn't quite measure up to its Super NES counterpart, take heart. Although the 32X version lacks the unique Quarterback Challenge feature, it does an excellent job of combining smooth graphics and solid control to yield a great grid-iron title.

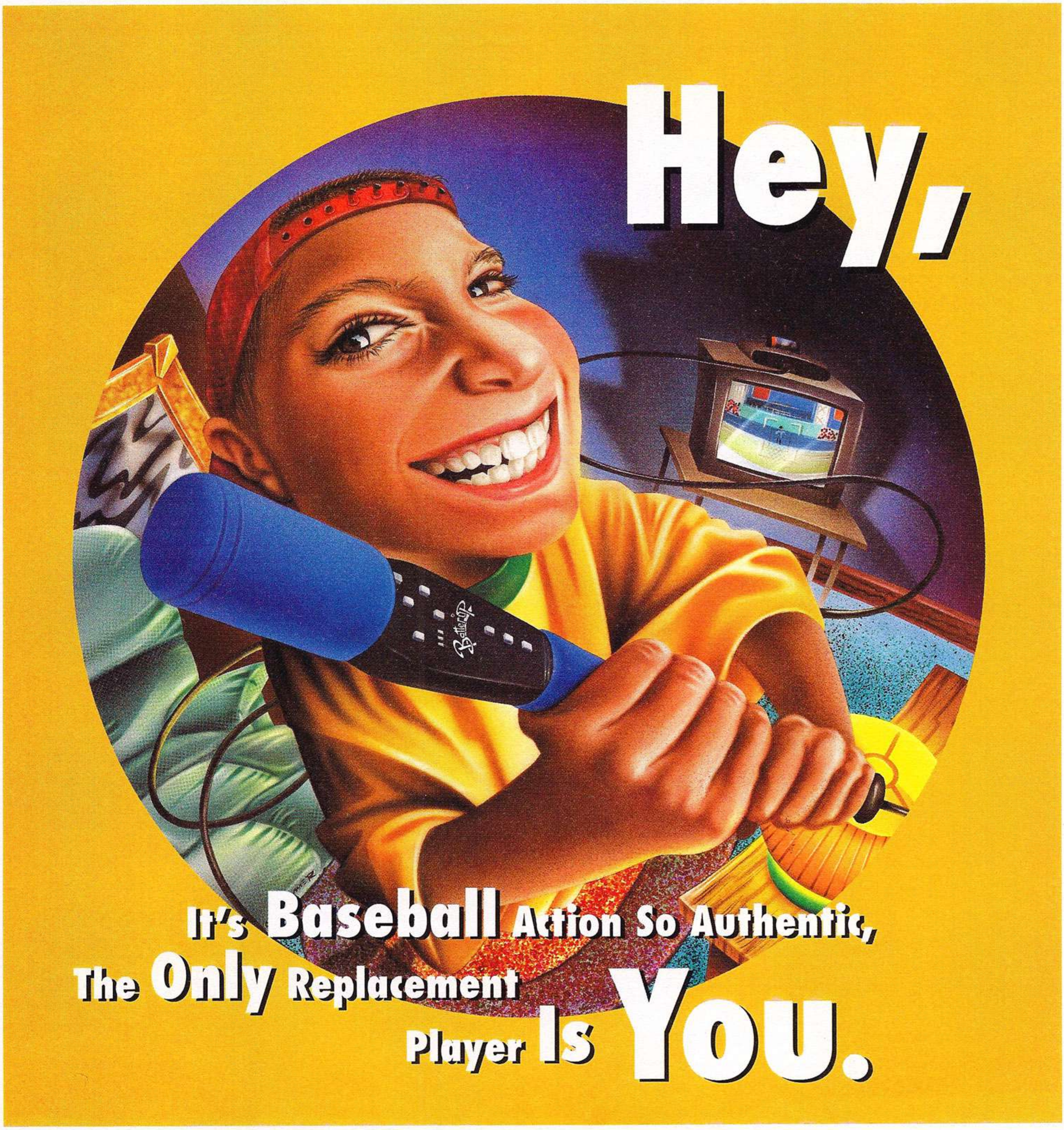


Each of the 28 NFL teams is rated in seven categories ranging from passing to special teams. Even expansion teams from Charlotte and Jacksonville are available in certain simulation scenarios.

A maneuverable instant replay camera allows you to focus on a specific player and stick your nose right into the middle of the play as you review it.

Spin moves, speed bursts, and dives help the ball-carrier elude the defense on the ground, while windowless passing keeps things from becoming cluttered when you take to the air.

8	GRAPHICS
8	MUSIC & SOUND
8	INNOVATION
9	GAMEPLAY
9	REPLAY VALUE
OVERALL	88%



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NOW PLAYING

We're back with proof that our loyal readers DO read this section. We've already had a winner for May's 'Zorro's Golden Tennies' contest, but keep your eyes peeled! You never know when it will happen again!

ETERNAL CHAMPIONS

SEGA FOR SEGA CD
Review, 8#2



This is the bloodiest game we've ever seen! Great animation, a very hip soundtrack, and awesome gameplay make this one a winner in every way!

OVERALL 95%

RETURN FIRE

PROLIFIC PUBLISHING FOR 3DO
Review, 8#4



Grab a tank and crush the screaming enemy hordes under your treads, while classical music blasts your ears off! This game is major cool! Destroy!!!

OVERALL 90%

FIFA SOCCER '95

ELECTRONIC ARTS FOR GENESIS
Review, 8#2



Pretty much the same game as in the last version, but with a few small improvements that will keep this game repeating as the world champion.

OVERALL 95%

Do you agree with our reviews? If not, we want to hear from you. Write to: You Got it Wrong; *Game Players;* 1350 Old Bayshore Highway, Suite 210; Burlingame, CA, 94010 and tell us what you think was wrong with the review, the score the game should have received, and why. GP

• denotes games reviewed last month

THE ADVENTURES OF BATMAN & ROBIN

Sega for Genesis; review, 8#4

Once again, the Caped Crusader and his sidekick Robin swing into action over Gotham City — and this time the game's even more boring and repetitious. This game will develop your thumb muscles through hours of tiresome button-mashing.

OVERALL 43%

AERO THE ACROBAT 11

Sunsoft for Genesis; review, 8#3

That cute, spunky little flying mammal is back, but you gotta ask yourself — why did he bother? There's 45 levels of astounding mediocrity that's sure to bore all but the incredibly simple minded. You might wanna rent this one or maybe not!

OVERALL 70%

• BARKLEY SHUT UP AND JAM 2

Accolade for Genesis; sports, 8#6

A kind of a tuned-up version of the original, and unfortunately, that's not saying much. You'd probably be better off just getting that other street-ball sim and then swearing at whoever's playing with you. Y'know, talk some trash! This game sure is... uh, does!

OVERALL 59%

• BASS MASTER CLASSIC

Malibu for Super NES; review, 8#6

Great graphics, stimulating gameplay and just a bunch of overall fun make this a must-have for any game library. Grab a six-pack of your favorite brew (we recommend beer, but then we always recommend beer) and set out to bag the Big One!

OVERALL 82%

BEYOND OASIS

Sega for Genesis; review, 8#4

A huge RPG from the folks at Sega. While the control is a little bit wonky, and there aren't any shops or towns, and your family never seems to get off the throne, this game did keep our reviewer playing for hours. It was fun. Give it a shot!

OVERALL 75%

BOUNCERS

Sega for Sega CD; review, 8#3

Basketball with a weird twist — you're the ball! These little guys invade your TV with some killer graphics and serious attitude, not to mention some real great humor! This game works best in the two player mode, so grab a friend and dribble!

OVERALL 81%

BRUTAL UNLEASHED

GameTek for 32X; review, 8#5

This game is a kick — literally. It's possible to win any fight by using the same kick move over and over. Other than that, there are two new characters and the gameplay has been speeded up! So pick your favorite furry creature and start kicking butt!

OVERALL 79%

• BUST-A-MOVE

Taito for Super NES; review, 8#6

Shoot colored bubbles at other colored bubbles and knock them off the wall! Sounds kinda like bath time at my house, but I've never seen any colored bubbles there. Anyway, this is a fun game for lovers of the *Tetris* genre.

OVERALL 77%

WHAT YOU THINK

I think you guys should lower Super Street Fighter's rating or increase Final Fantasy III's rating to 100%. I don't think SSF is one of the best games out there and it can't compare to Final Fantasy III.
— Chris Root, Vallejo, CA

• CANNON FODDER

Atari for Jaguar; review, 8#6

This is great — draft a whole buch of little guys, put 'em in uniform and put 'em out in a landscape that rains steel and is watered with blood! Kill all who oppose your philosophy! Hey, war has never been so much fun! This is the best Jag game ever!

OVERALL 89%

CHAVEZ II

American Softworks for Super NES; sports, 8#4

Oh boy... another boxing sim... yawn. The big difference here is that the text is primarily in Espanol. That means Spanish, for those of you who have trouble with English as a first language. If you like pushing buttons, get this game.

OVERALL 66%

COACH K COLLEGE BASKETBALL

Electronic Arts for Genesis; sports, 8#4

Let's put it this way — the only thing lacking from this game is a steal button. This game has got it all. No, wait, I take that back. This game doesn't have Coach K's infamous bad back, either. But it's got everything else!

OVERALL 94%

CRUSADE OF CENTY

Atlus for Genesis; review, 8#4

This RPG is *The Legend of Zelda* for the Genesis. Your hero wears a purple hat and hacks down shrubs for money. Sonic makes a brief appearance and the game is filled with with lots of action, puzzles and RPG goodness. Go for it!

OVERALL 80%

• DEEP SPACE NINE

Playmates for Genesis; review, 8#6

Here's one of those rare games that actually mimic the TV show that it's based on! You, too, can be Sisko on yet another boring episode of DS9. Will he save the station? Will he rescue the injured crewman? Will he arrest Quark? Will this be fun? I doubt it.

OVERALL 50%

DESERT DEMOLITION

Sega for Genesis; review, 8#4

You can be either the Roadrunner or Wiley Coyote in this action-packed game. While it might play too easily for some, the experience is tons of fun! So get out your rocket powered skates and slap that bird on the barbeque!

OVERALL 79%

DUNGEON EXPLORER

Hudson Soft for Sega CD; review, 8#5

Does everybody out there remember *Gauntlet?* Well, guess what? This is almost exactly like that hack 'n' slasher, right down to those damn monster generators. This time there is an ending to the game and a place to upgrade your character's armor.

OVERALL 76%

ESPN NATIONAL HOCKEY NIGHT

Sony Imagesoft for Sega CD; sports, 8#3

Just about the only thing that's gonna save this hockey sim is the fact that the NHL is still on strike, so some folks might be tempted to fix their puck habit with this game. Poor gameplay and loose control guarantee that this won't cut it!

OVERALL 40%

• EXOSQUAD

Playmates for Genesis; review, 8#6

It almost seemed a shame to write over the *Power Rangers'* game review with this piece of crap, but what the hell... Lousy sound, bad graphics and really boring gameplay pretty much condemn this one to the rental bins, at least! You don't need this one!

OVERALL 34%

• FATAL FURY SPECIAL

Takara for Super NES; review, 8#6

Here's the second... no, third installment of the *Fatal Fury* saga and guess what? It's just like the first two! While this may be major fun for some people, most are gonna find this to be yesterday's news. You can flip a coin on this one, but we'd pass on it.

OVERALL 74%

FIGHT FOR LIFE

Atari for Jaguar; review, 8#5

OK, everybody, let's do the math! This game doesn't look very realistic. The fighting isn't very realistic. Sometimes you knock down your opponent without knowing how you did it. Control is horrible. So now let's do the math. Hmmm, this game sucks!

OVERALL 30%

THE FLINTSTONES

Ocean for Super NES; review, 8#3

Here's yet another attempt by corporate America to leech the last dollars out of all of us by publishing a substandard game that's based on a big summer movie! Let's put it this way — Yabba Dabba Don't bother with this piece of crap!

OVERALL 53%

• HOVER STRIKE

Atari for Jaguar; review, 8#6

While the idea of driving a hovercraft into a combat situation might sound like a lot of fun to some folks, this isn't the game that really demonstrates how fun this can be. Real blocky graphics and poor control kinda make this game suck. Shoulda called it *Hoover Strike.*

OVERALL 65%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

NBA Jam Tournament Edition

ACCLAIM FOR GENESIS AND SUPER NES
Review, 8#3



While this might upset die-hard b-ball purists, this game has all the high-flying action folks have come to expect from this action title!

Super NES 92% · Gen 88%

Madden NFL '95

ELECTRONIC ARTS FOR GENESIS
Review, 8#2



This is the Genesis version of a great football game. The only advantage this version has is that the stats screen has the player's names, not just numbers.

Overall 92%

Ogre Battle

ENIX FOR SUPER NES
Review, 8#3

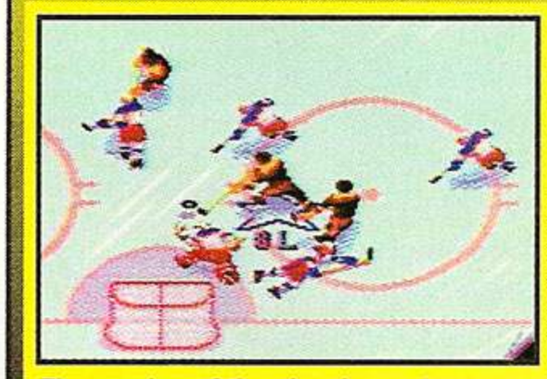


This is a huge RPG, with an intricate storyline, complex characters and lots and lots of territory to explore. There's even a bookkeeping feature to chart your costs!

Overall 93%

NHL '95

ELECTRONIC ARTS FOR SUPER NES
Review, 8#2



The version of the classic carries on the tradition of kicking butt. The action moves too fast for most players, almost to the point of insanity.

Overall 90%

IMG International Tour Tennis

EA Sports for Genesis; sports, 8#5

Realistic animations and a whole slew of big-time tennis pros aren't enough to compensate for the real poor control that this game offers. It should be noted that you can play this game with a four-way adapter.

Overall 73%

The Itchy and Scratchy Game

Acclaim for Super NES; review, 8#3

You'd think that this would have been a really great game, right? You could have hours of fun making either Itchy or Scratchy bash the hell outa each other, right? Well, forget it! There's no controlling Scratchy and the game just ain't fun!

Overall 35%

Izzy's Quest

US Gold for Genesis; review, 8#5

The only fun part of this game is trying to figure out just what the hell this Izzy character is! The game is slow and boring, with absolutely no replay value whatsoever. Remember, this is the game that ended Vinny DiMiceli's career!

Overall 34%

Jurassic Park II: The Chaos Continues

Ocean for Super NES; review, 8#3

This game looks and plays great! Unfortunately, there's not much of anything new going on here. You can be either Dr. Grant or a Velociraptor. Wow, big surprise! If you want real dino-blasting action, stick with the original *Jurassic Park!*

Overall 77%

Keio Flying Squadron

JVC for Sega CD; review, 8#5

OK, here are the facts. There are no airplanes in this game and what flying there is really bites. There is one good thing about this strange action game: you get to shoot puppies and kitties! Oh yeah, the hero is an armed-to-the-teeth Playboy bunny type. Yawn.

Overall 28%

• Knuckles' Chaotix

Sega for 32X; review, 8#6

Here's another cheap-ass attempt by a major corporation to leech a few more dollars out of the public's wallets. Just making your corporate mascot zoom out to the screen is no reason to blow your gaming dollars on this piece of crap.

Overall 41%

Lords Of Thunder

Sega for Sega CD; review, 8#5

Here's a shooter that thinks it's an RPG. Or is it an RPG that thinks it's a shooter. Who knows? Who cares? You go around killing stuff and collecting gems to buy bigger guns and better armor, so you can go around killing more stuff. The metal sound track is cool.

Overall 64%

Metal Head

Sega for 32X; review, 8#4

If the designers of this game had built in a two-player mode, this game wouldn't stink as much as it does. Poor graphics, useless *Virtua Fighter*-type views, and explosions that rival a wet firecracker's put this game on the scrap heap.

Overall 60%

Metal Warriors

Konami for Super NES; review, 8#4

Oh no! Another mech game! What's this? It's got a two player mode? And the graphics look kinda cool? And there's even some real tough missions? Wow! You know, this one might be worth a shot! Try this on a rental basis first! It's OK!

Overall 74%

What You Think

I do not agree with your review of Zero Tolerance. The graphics are as good as you can get on the Genesis. It is a real challenge. It should have gotten at least an 80% rating.
— Ryan Thompson, Lonoke, AR

Michael Andretti's Indycar Challenge

Bullet Proof for Super NES; sports, 8#3

This one is kinda like cruisin' the strip, but you're in your Dad's car and your Mom is riding shotgun. Choppy animation and poor control confine this game to the pits, out of gas, with a blown transmission. Boring!

Overall 65%

Mortal Kombat II

Acclaim for 32X; review, 8#4

While this version of the spine-ripping, eye-gouging classic shows just how neat a 32X game can be, everyone we know is waiting for *Mortal Kombat III*. So, it's real nice, but it got here just a little bit late. If you snooze, you lose!

Overall 76%

Motocross Championship

Sega for 32X; review, 8#3

Here's one of those new racing games for that really modern 32X! But wait! How come these graphics look like they came from an 8-bit game? And where's all those 32,000 plus colors? Hey, what's going on here? Well, certainly not excitement!

Overall 50%

• Myst

Sunsoft for 3DO; review, 8#6

Yes, we know it is really beautiful. Yes, we know it was one of the most popular games ever written for the PC. And yes, we still think it kinda sucks! It takes a lot more than pretty pictures and a so-called 'mystical' story line to make a good game.

Overall 57%

NCAA Final Four Basketball

Mindscape for Super NES; sports, 8#5

Incredibly realistic characters, animations and renderings can't save this game. The poor control system and lack of entertaining game play pretty much keep this game sitting on the bench. Shop around before buying this one.

Overall 47%

New Horizons

Koei for Genesis; review, 8#3

If our ancestors' voyages to America had been anything like this game, the Indians would still own this country and there'd be huge herds of buffalo everywhere. Stay home and suck on a lime — playing this game could bring on the scurvy!

Overall 35%

NHL All-Star Hockey '95

Sega for Genesis; review, 8#4

Here's a game that really emphasizes the sportsmanship, the ethics, and the true to life beauty of hockey. That's right — the fights are the best thing this game has got! Build a big enforcer line and beat the crap outa your opponent!

Overall 75%

Pac In Time

Namco for Super NES; review, 8#5

Pac-Man is back and in this, his latest adventure, an evil witch has sent him back in time. It's up to you to get the little yellow guy through over 50 levels and back to his own time. If you like side-scrolling action, this game is for you!

Overall 82%

Pieces

Atlus for Super NES; review, 8#3

If you like spending hours putting jigsaw puzzles together, then you're gonna love this game! While its fast action isn't exactly as relaxing as the old standby, this is a game the whole family can get into for hours of fun!

Overall 81%

• The Pool Master

Data East for Genesis; review, 8#6

This is a really good billiards simulation, which also happens to be coupled with a story line, which you don't absolutely have to follow. While the lack of shot angles can complicate some simple shots, the overall result is a good game that's lots of fun.

Overall 74%

RDF: Global Conflict

Absolute for Sega CD; review, 8#5

There aren't too many really good military simulations out there and, while this game isn't the king of the hill, there's still a lot of great gameplay and strategy to keep this one from getting boring. The video footage ain't too slick, but the action rocks!

Overall 71%

The Ren & Stimpy Show: Time Warp

T*HQ for Super NES; review, 8#3

Stop Muddy Mudskipper from destroying history as we know it with the help of Ren and Stimpy. Find 47 million Gritty Kitty proofs of purchase and score a free time machine, then man the toast guns as you hurtle through time.

Overall 47%

Ristar

Sega of America for Game Gear ; review, 8#5

Ristar's special skills are plenty of reason to get your Game Gear out of the closet and back in your hot little hands. Even though the sound does have a lot of that annoying beeping quality, the game play makes this a great choice for the small screen.

Overall 81%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

• KIRBY'S AVALANCHE

NINTENDO OF AMERICA FOR SUPER NES
Review, 8#5



If you wanna help Pac-Man get back to his own time by fighting your way through 50-plus levels of challenging fun, then this game is for you!

OVERALL 93%

BUYING BY MAIL

Buying by mail is dead cheap. But to make mail-order as painless as walking into a store, take a few precautions and follow these tips...

• First, read the ad carefully, including the small print. Check to see how long it takes for delivery. Mail-order companies often take 4-6 weeks to fulfill orders, so make sure you give them that much time.

• Check out the company. Have any of your friends used it before? What kind of service did they get at the time? If necessary, contact the Better Business Bureau (use the one located in the same city as the mail-order company). Better Business Bureaus log complaints against companies and can tell you the types of problems — if any — that have been encountered. Look in the Yellow Pages for the BBB's telephone number.

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We can't guarantee the reliability of any mail-order company. If anything goes wrong, contact the mail-order company. Your contract is with them — we have no record of your dealings, so we can't help. Most mail-order transactions are trouble-free. But if you've experienced problems with companies advertising let us know by writing to: Customer Service; 1350 Old Bayshore Highway; Suite 210; Burlingame; CA, 94010. We don't want to deal with disreputable companies any more than you.

• QUARANTINE

GameTek for 3DO; review, 8#6

OK, let's see how this game plays... Hmmm, you drive around and shoot at people. That's cool. Then you drive around some more and shoot a whole bunch of people. That's cool, too. And then you drive and shoot some more. No doubt about it — this is cool!

OVERALL 80%

• ROAD RASH CD

Electronic Arts for Sega CD; review, 8#6

This bike-ridin', skull-crushing game has always been great fun in the past, so what the hell happened to this version? The low-grade graphics and backgrounds combine with some unknown rock band's music (Hammerbox?) to take a great title to new lows.

OVERALL 62%

RUGBY WORLD CUP '95

EA Sports for Genesis; sports, 8#4

While most Americans aren't as familiar with this game as the English are, its rough and tumble action, great animations, and roaring crowds are sure to make this a big hit. So get into the ruck (or is that the scrum?) and give this game a try!

OVERALL 90%

THE SHADOW

Ocean for Super NES; review, 8#3

Who knows what evil lurks in the heart of this game? This *Final Fight* clone is great, if you like level after boring, repetitive level. This is just another cheap attempt to cash in on the popularity of the movie. Fight evil today by skipping this game!

OVERALL 62%

SHADOW OF THE BEAST II

Psygnosis Limited for Sega CD; review, 8#3

This addictive little game doesn't have great graphics or real slick controls, so why does it get people hooked? Maybe because it's such a challenge to complete or because it may cause you to (gasp!) think! Give this one a rent!

OVERALL 63%

SHINING FORCE CD

Sega for Sega CD; review, 8#5

The children of the original Shining Force are back to do battle in this completely new game that's chock full of new monsters, puzzles, wonders and excitement. There are also 20 new spells to use on the way. This one should definitely be checked out!

OVERALL 83%

SLAM CITY WITH SCOTTIE PIPPEN

Digital Pictures for Sega CD; review, 8#3

Face it, you're probably never gonna get the chance to face Scottie Pippen on the court, but with this game, your chances have gone from none to slim. Control problems are the decisive factors here. This game is more fun to watch than play.

OVERALL 58%

SPIDER-MAN

LJN for Super NES; review, 8#5

Spider-Man is back, trying to round up all of the evil arch-villains who have escaped from the asylum for the criminally insane. Does this sound kind of familiar? Well, there's a good reason for that. All this was done before (and better, too) in another game.

OVERALL 50%

STARGATE

Acclaim for Genesis; review, 8#5

If you loved the movie, then you're probably gonna enjoy the game as well. The action follows the plot of the film pretty closely, and the animations are kinda neat also. If you didn't like the movie, then you should probably skip this one.

OVERALL 52%

WHAT YOU THINK

I think the rating you gave Mortal Kombat II for Game Boy totally sucks! 40% is the worst rating you guys have ever given a game that deserved at least a 78%. I really like your mag, but your rating was just too low!
— Tommy Jinkinson, Ontario, Can.

• STERLING SHARPE: END 2 END

Jaleco for Super NES; sports, 8#6

Here's another one of those football simulations that everyone seems to be coming out with these days. This one isn't in the same league as the *Madden* series; in fact, if this game were a human being on a football team, he'd be guarding the water bucket.

OVERALL 64%

• SUPER BASES LOADED 3

Jaleco for Super NES; sports, 8#6

When will the people of America wake up and smell the rotting corpse that big time baseball has become? Ooops, sorry! That was just my opinion. I don't think the sport is relevant anymore. This baseball sim is kinda OK, I guess. Yeah, right...

OVERALL 67%

• SUPER-STAR SOCCER

Konami for Super NES; sports, 8#6

Yet another in a never-ending series of soccer games that seem intent on taking over all of the TV sets in America! Is this an Anglican plot? We asked Neil and he said 'Huh?'. This game is OK. If you want another soccer game, go for it.

OVERALL 79%

SYNDICATE

Atari for Jaguar; review, 8#4

Everything you ever heard about major corporations being blood-thirsty is true and this game proves it! Kill your enemies (and hapless innocents) with guns and bombs — the effects are killer! Possibly the best game made for the Jaguar!

OVERALL 78%

TECMO SUPER HOCKEY

Tecmo, Inc. for Genesis; sports, 8#4

While most hockey games use a vertical approach to portraying the rink, this one gives it a go with the horizontal viewpoint. This makes the players kinda small. Think of this as an arcade game and you'll be fine, but a hockey sim it ain't!

OVERALL 73%

TEMPO

Sega for 32X; review, 8#5

Everybody knows that grasshoppers love music and travel all over the world collecting musical notes and CDs. They also like to dance at the drop of a hat. Huh? You mean, in real life grasshoppers aren't like that? In that case, this game hurts the 32X platform.

OVERALL 47%

TOUGHMAN CONTEST

Electronic Arts for Genesis; review, 8#5

If you've ever wanted to step into the ring and get your brains beat out by a 300-pound giant, then this is the game for you. If, on the other hand, you like fighting games with good graphics, long fights and real combination moves, then this game isn't for you.

OVERALL 68%

TRUE LIES

Acclaim for Super NES; review, 8#4

You are Arnold. You and your muscles and a whole bunch of weapons charge through this overpriced ($74.95) game version of the hit movie. One problem — Arnold's aim isn't all that hot, but still, for blood and guts action, this is the one!

OVERALL 74%

WARLOCK

Acclaim for Super NES; review, 8#4

The movie stunk and I don't mean of evil! Now you can have the same stink in your very own home with this loser. Find the Runestones and use them to stop the Devil's kid. It would be more advisable to plug your nose with 'em, though! Barf!

OVERALL 43%

WARIO'S WOODS

Nintendo for Super NES; review, 8#4

This Tetris-like puzzle game has a bit of an added twist — you control the falling objects at the bottom of the screen, instead of at the top. Play against the computer or a friend. Help stop Wario's evil quest for world domination.

OVERALL 81%

WILDSNAKE

Spectrum Holobyte for Game Boy; review, 8#5

Just possibly the best hand-held game of all time (alright, *Tetris* fans, don't soil your pants), the action is fierce and furious as you try to clear one of ten different grids from the curse of the falling snakes. Kinda like the plagues of Egypt, huh?

OVERALL 80%

X-MEN 2: CLONE WARS

Sega for Genesis; review, 8#4

Can everyone's favorite mutants put an end to the deadly Phalanx virus, before it takes over the world? Even though some of the jump moves are a bit jerky, this game boasts impressive graphics and some unique hidden levels. Flame on!!!

OVERALL 76%

YOGI BEAR'S GOLDRUSH

GameTek for Game Boy; review, 8#4

Here's another game with everyone's favorite bear! OK, so we lied. This game sucks even more than his first outing. Go from left to right collecting things (hey, that sounds a lot like real life!). Again, we repeat, this game sucks!

OVERALL 54%

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In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 61% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

Mystery Word Grid

	H				___
		E			___
P	O	W	E	R	N
	R				___
S					___

MYSTERY WORD

WORD LIST and LETTER CODE chart

POWER ....N	PRESS .....K	BLAST .....A	WRECK .....P
BREAK .....Z	PUNCH .....S	SPRAY.....E	TURBO V
STOMP .....T	STAND .....H	PRESS.....C	DREAM I
CRUSH.....O	SCORE.....R	SLANT L	CHASE.....P

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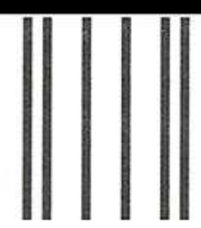
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ARCADES

Digital Dream Park

Try to imagine flying head-to-head vs. 24 other pilots. Well, Virtual World Entertainment has set up eight digital theme parks across the U.S. which allow you to do just that. The average park houses three groups of eight linked simulators at an average of seven to nine dollars per mission.

The experience begins with a ten minute video briefing, then the players each enter their own non-moving cockpit. There are intercoms set up between each cockpit so you can talk to others on the simulator. The mission consists of ten minutes of intense game-play against the other players. After you've finished, you get a ten minute debriefing with a videotape of your game. Each player also gets a computer-generated score sheet and highly detailed flight log.

The current software available is *Battle Tech*—tank warfare in an alien desert, and *Red Planet*—a wild race through Mars. If this sounds like an experience you don't want to miss, check your area for the nearest VWE location.

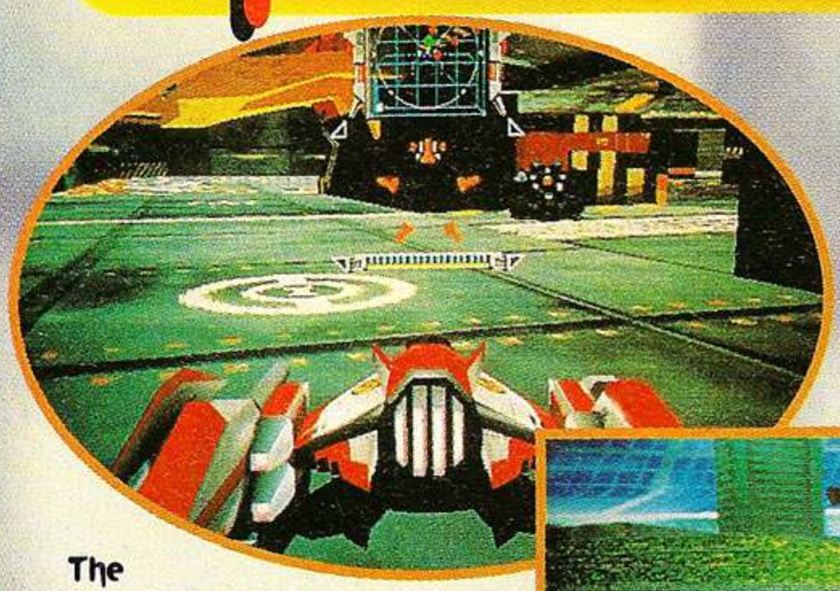


Battle Tech is one of the experiences you can partake in if you're lucky enough to have a digital theme park near you.

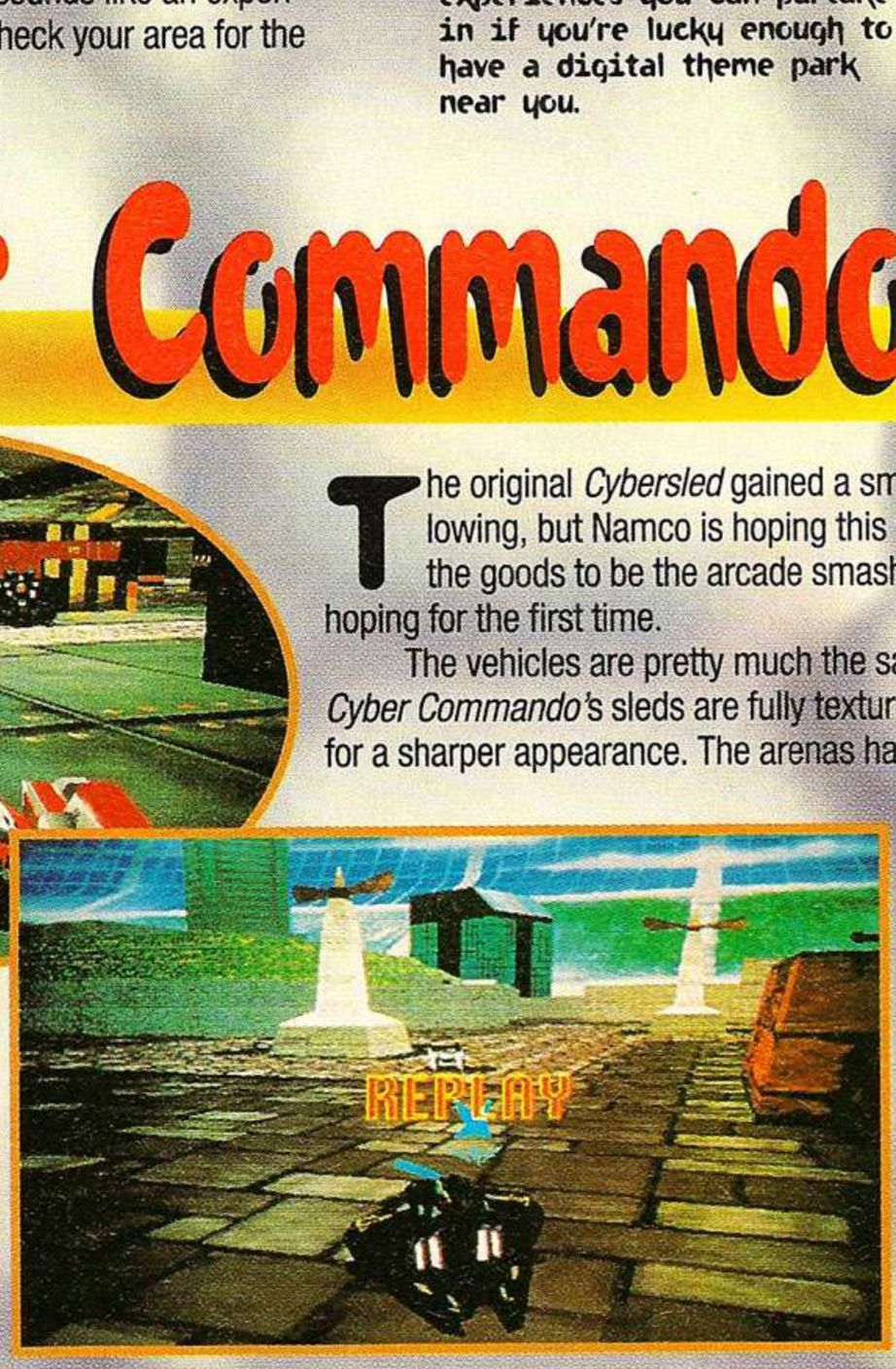


The plush interior adds to the atmosphere that makes this theme park an exquisite experience.

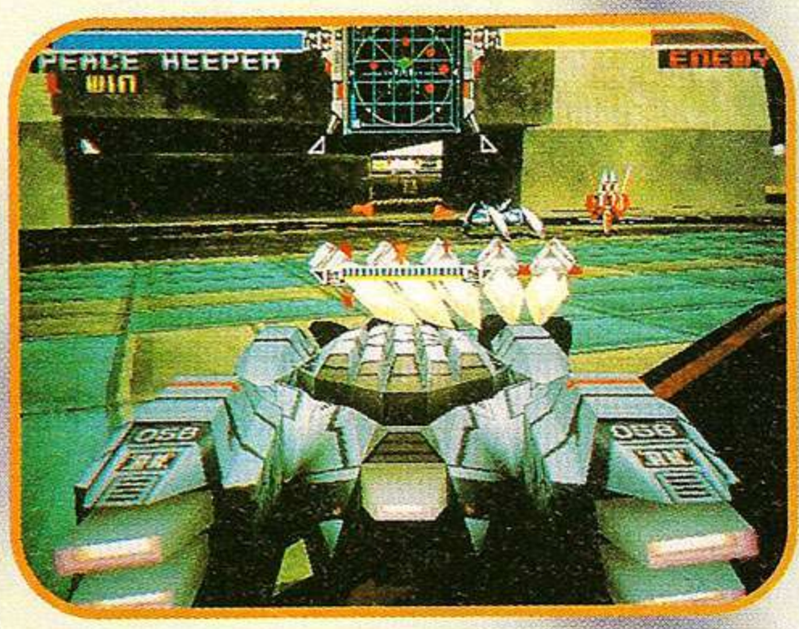
Cyber Commando



The texture-mapped sleds look sharper than the original, but the gameplay is still the same.



Just like *Virtua Fighter*, the last shots are replayed from various angles.



The darker, more sinister backgrounds add a great deal to the feel of *Cyber Commando*.

The original *Cybersled* gained a small cult following, but Namco is hoping this sequel has the goods to be the arcade smash they were hoping for the first time.

The vehicles are pretty much the same, except *Cyber Commando*'s sleds are fully texture-mapped for a sharper appearance. The arenas have also been changed, to look more sinister and add more variety. However, the gameplay is exactly the same, which will please *Cybersled* fans and annoy those who didn't enjoy the 'hide-and-seek' shooting the first time. It would have been nice to see some multi-leveled arenas and more variety in the gameplay. However, the two-player mode of *Cyber Commando* is still a load of fun, and the enhanced graphics should make it a little more enjoyable than *Cybersled*. Give it a test drive when it comes to an arcade near your house.

Air Combat 22

You've got a pair of RayBan Aviators, you still make your friends call you Mav, and every time you pull out of the driveway you have Kenny Loggin's 'Danger Zone' blaring on your stereo. You need some serious psychological help. But if you must continue your life of self-deception, Namco is going to help. *Air Combat 22* is a game of realistic air warfare that is created utilizing texture-mapped polygon graphics on a 45 inch, rear-projection TV. The authentic cockpit comes complete with back-lit instrumentation panel, throttle and a control stick (you have to bring your own personalized Maverick helmet). The incredible sound effects and audio blare into your ears as you fight it out with the computer.



Splash 'em! Another enemy goes down in flames.



Flying at top speeds, just feet from the enemy is what *Air Combat 22* is all about.

Pilots can select from four levels of difficulty 2 Cadet levels, Top Gun (of course), and Dog Fight. Pilots must defeat enemy fighters within the time limit using Immelman and Split-S maneuvers, banked turns, and a full arsenal of bullets and missiles. The game time is extended for each enemy knocked out of the sky. When the pilot's plane takes a hit it loses control temporarily, making it tougher to extend time. Total freedom of movement allows pilots to fly over a wide variety of terrain. Pilots must accomplish a plethora of mini-missions to advance to the next stage.

The pilot gets a choice of three different kind of fighter planes, for variety. And as you advance through the game there will be mid-air refueling, anti-aircraft carrier attacks, landing on an aircraft carrier, air-to-air combat, and air-to-ground combat. Right from the huge screen and authentic cockpit to the intense missions and beautiful graphics, *Air Combat 22* is a screaming good time and worth every quarter.



Banking turns through beautiful mountains is captured perfectly and makes us excited for the future PlayStation version.



There's your bird — the baby you get to fly around and wreak havoc in.



Are new characters enough to make *MK3* worth your quarters? Some players say no. Perhaps Mortal Mania is finally winding down.

Bloody Disappointing!

The long-awaited *MK3* is on the streets and being played to death. This third version of the bloody brawler that set the gaming world on fire has added new characters and moves (see our strategy for more info), but the gameplay hasn't changed much. And while *MK3* is still a good game, 3-D polygon brawlers like *VF2* and *Tekken* make the digitized Mortal Kombatants look flat (which they are). Many people who have played *MKIII* have told us they don't really care for it.

Still, the immense popularity of *MK* will assure that many quarters are dropped on this third version. What do you think? Write to Reader's Network and let us know.

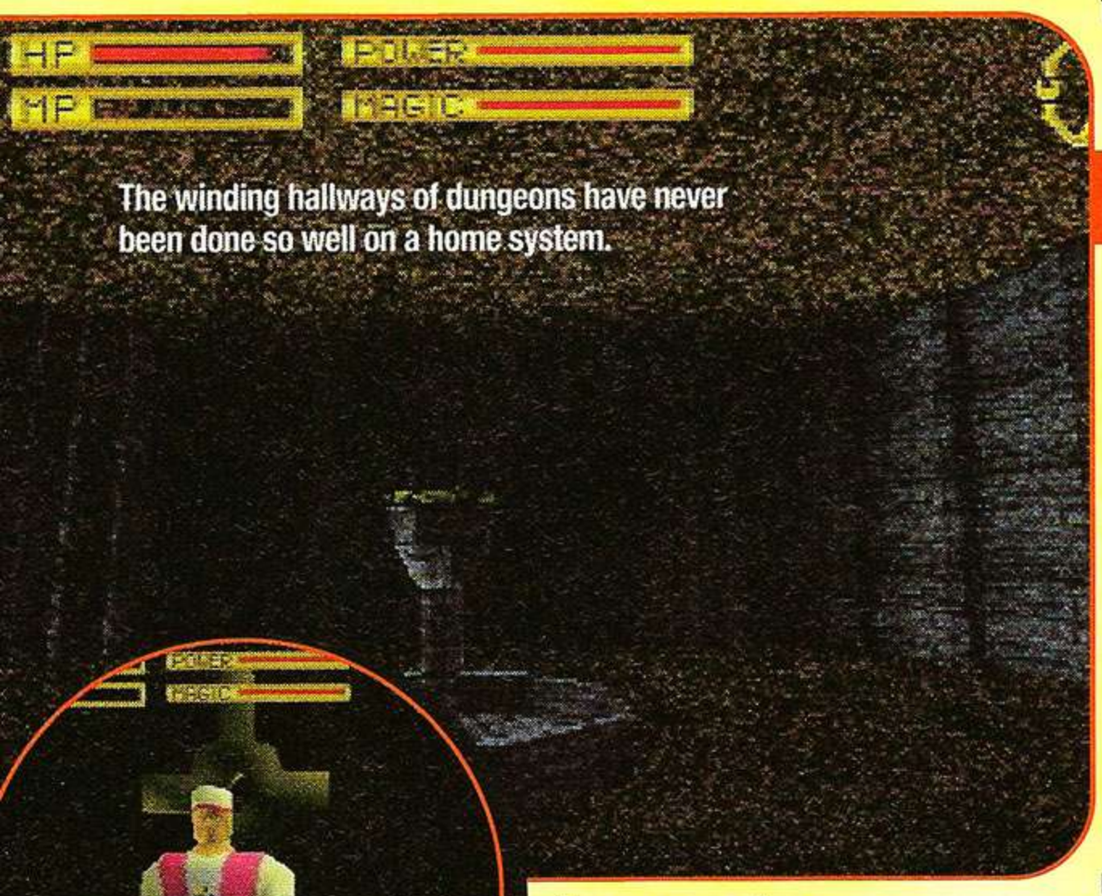
World View

We sent him to Europe, but all Mike Salmon brought back for us was a bad hangover and some weird kind of social disease. Thanks a lot!

PLAYSTATION

Even the best systems have their crap, and unfortunately the PlayStation is no exception. Until this latest package of PlayStation product, Sony could do no wrong, but *Cosmic Race* just leaves a bad taste in your mouth that can only be washed out with four or five helpings of *Toh Shin Den*.

As for the rest of this lot, there's not much to get real excited about. The good news is that none of these games are currently scheduled for a U.S. release, which means we could be spared the agony.



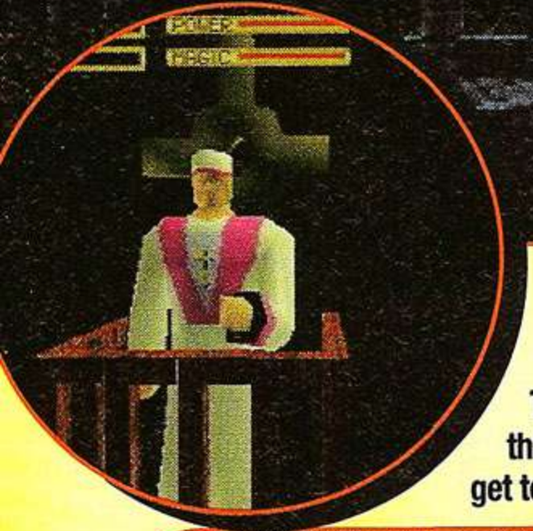
The winding hallways of dungeons have never been done so well on a home system.

KINGS FIELD

Part RPG, part action, and not enough of either to satisfy. *Kings Field* sets you in a *Doom*-style perspective, where you wander the halls slashing snakes and crabs while finding keys, coins, and deadly traps.

The graphics are sharp and the sound is eerie, but the action elements aren't exciting enough to make up for the lack of RPG strategy. It's another attempt to meld two genres together that falls typically short on both ends. That's not to say *Kings Field* is a totally bad game. Once you translate the Japanese text and kill about 500 snakes, you can purchase better weapons, learn magic, and move on to tougher enemies.

In some form or another, *Kings Field* should make its way to the U.S. PlayStation. And by then, maybe the tricky mixture of action and RPG will be perfected. At least, we hope so.



The weapons shop is an RPG staple, but this is no Wal-Mart. The high prices make this a place you don't get to shop at very often.



For those import shoppers without a good grasp on the Japanese language, or at least several Japanese-to-English dictionaries, you may want to pass on this title.



CRIME CRACKERS

A cartoony *Doom* with miniscule elements of an RPG. It's a pretty poor effort on the whole, with wonky control, average graphics, and not much of interest. We've seen much better 16-bit games, and we hope Sony's next 32-bit effort is much better than this one.

Shooting fruit loops at robots can be fun. Uh, can't it?



The cartoony characters and graphics don't instill the necessary spook factor needed in a 3-D shooter.

MORE PLAYSTATION

3DO

Japanese support for the 3DO continues with three new titles. *Pretty Soldier: Sailormoon* is a pretty bland fighting game with lots of pig-tails and blue hair, while *Yu-Yu Hakushu* is just a translation of a popular Japanese 16-bit fighting game.

The title of note here is *D No Shokutaku* (which roughly translates to Eat My Shorts, or something like that).

It appears that the 3DO library will continue to grow with time.

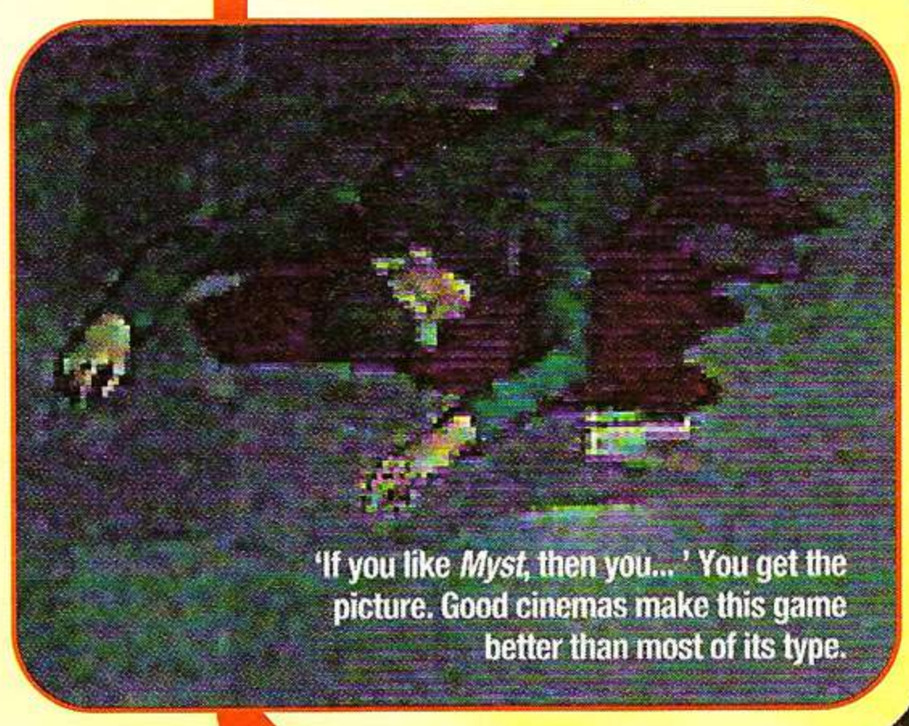
D NO SHOKUTAKU

Funky name, funky game. A *Myst*-type title, with much more mood and a real creepy soundtrack. It looks great and is just plain scary. Right from the bloody opening shoot-out, this game has all kinds of horror. A bunch of fun to play (er...watch), but it plays a little slow and is over far too quickly.



Throw some creepy music with clips like these and you're liable to scream and wet your pants.

Still, there's enough spookiness in this game to make it a welcome addition to any 3DO library.



'If you like *Myst*, then you... ' You get the picture. Good cinemas make this game better than most of its type.

SATURN

Sega's software plan for the Saturn is quality, not quantity. This explains why there aren't as many Saturn games as PlayStation ones. However, the quality part of that plan is still in question.

Virtua Fighter, Panzer Dragoon, and *Daytona USA* are quality games, but where's the next wave of hot titles? *Riglord Saga* looks awesome, but this intensely-Japanese RPG still isn't scheduled for the US. Hopefully that will change and some more quality games will surface soon.



Finally — an RPG character with some style! This fighter throws his sword around with the might of a fighting game character.



RIGLORD SAGA

Toh Shin Den meets *Final Fantasy* is what the makers of *Riglord Saga* are aiming for and, from what we've seen, they are damn close to being on the mark. With polygon characters, texture-mapped and Gouraud-shaded that look and move like no RPG characters ever. With no little fat guys and cheap spell effects, *Riglord Saga* has added a much needed flare to the RPG genre.

If the storyline is half as deep as a *Final Fantasy* game, *Riglord Saga* could take RPGs to a new level. When we get the text translated and learn how to use our chopsticks, we'll let you know how deep and delicious this game is.

With bows and arrows, spells, and more glitz than an L.A. rock band, *Riglord Saga* looks impressive.



This texture-mapped landscape is sure to add more realism and depth to this game.

GOTHA

Gotha is another highly-Japanese game that isn't likely to become a US title. However, once you get past the language barrier, *Gotha* is a solid battle-strategy game.

Overall *Gotha* is just to short, but what's there is good. The title's graphics, sound, and gameplay are better than most, but it's still nothing to write home about.



This first-person perspective is where you battle it out.



It's hard to tell where the tree ends and the car begins, a graphical glitch that is unforgivable.

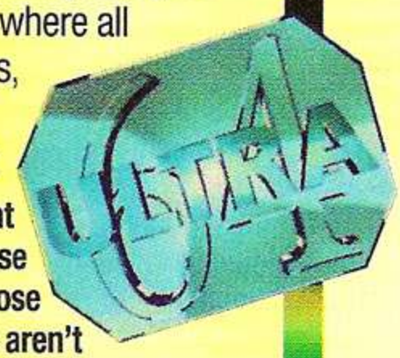
COSMIC RACE

Awful, horrendous, and in all other ways total crap. I don't know how else to describe this miserable little game. It suffers from poor sound, graphics, gameplay, and a bad name. *Cosmic Race* is easily the worst PlayStation game we've seen, and we sincerely hope we don't have to see it again (do you hear us, Sony?).

We dare any of you to try staying on this track with the awful control *Cosmic Race* offers. Be afraid, be very afraid!

ECTS Report

The big show for video games in all of Europe is ECTS (European Computer Trade Show). It's basically Europe's version of our CES or E3, where all the developers, publishers, and press gather to schmooze and talk about anyone who isn't there. Surprisingly absent from ECTS was Nintendo, who didn't have anything at the show. The Big N did announce that the Ultra 64 will not be in Europe by Christmas of 1995. Hopefully, the U.S. launch won't suffer from the same fate.

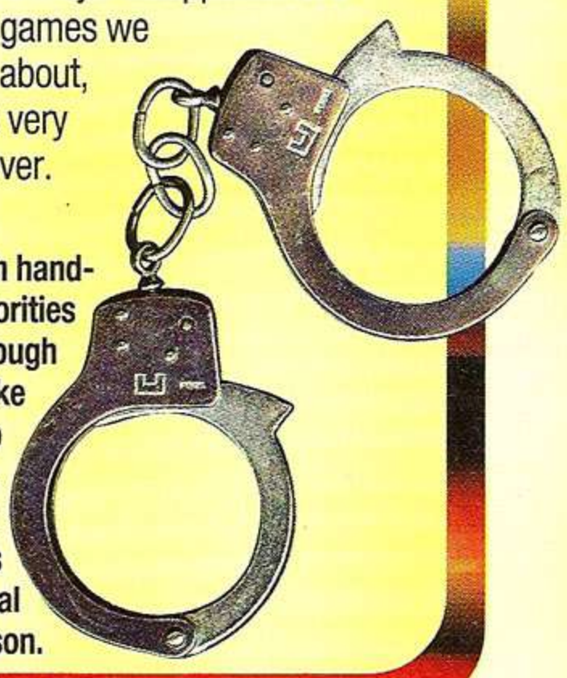


Let them eat cake, because those Europeans aren't gonna see Nintendo's super machine until '96.



Sony's first trade show went pretty smooth with hot games like *Tekken* on display. Still, it's nothing new.

Sega had an off-site presentation for the launch of Sega Saturn, complete with smoke, bad actors, and extremely loud music. Sony secured an entire end of the exhibition showing products like *Tekken, Toh Shin Den, Ridge Racer,* and *Motor Toon Grand Prix* — very cool, but nothing new. Overall, the show was a major disappointment with a load of games we already knew about, plus we had a very serious hangover.



Real English handcuffs! The authorities were kind enough to let Mike Salmon keep these handcuffs as a souvenir of his time in a real English prison.

THE PERFECT GOLF



Polygon golf is on the way, and it looks pretty sharp. By the way, is that Lau?

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Plasma Beam	↓, ↘, → + Punch
Might Launcher	↓, ↘, → + Kick
Genocide Vulcan	←, ↙, ↓ + Punch
Reflect Wall	←, ↙, ↓ + Punch (Guard Reversal)
Circuit Scrapper	→, ↘, ↓, ↙, ← + Punch (when close)
EX Attack: Confusioner	↓, ↘, → + 2 Kicks
EX Attack: Final Guardian	→, ↘, ↓, ↙, ← + 2 Kicks

DEMITRI MAXIMOV

Chaos Flare	↓, ↘, → + Punch
Bat Spin	↓, ↙, ← + Kick
Demon Cradle	→, ↓, ↘ + Punch
Dashing Demon Cradle	→, →, ↓, ↘, ↘ + Punch
Negativus Thorn	360 + Punch (when close)
EX Attack: Midnight Pleasure	↓, →, ↘ + 2Punches
EX Attack: Demon Blast	↓, →, ↘ + 2 Kicks

PYRON

Soul Smasher	↓, ↘, → + Punch
Mid-Air Soul Smasher	↑, ↗, → + Punch (in air)
Zodiac Fire	→, ↓, ↘ + Punch
Orbiter Blaze	↓, ↙, ← + Kick (in air)
Galaxy Trip	←, ↓, ↙ + Kick
Planet-Burning	→, ↘, ↓, ↙, ← + Punch (when close)
EX Attack: Cosmo Disruption	←, ↙, ↓, ↘, → + 2 Punches

JON TALBAIN

Climb Laser	↓, ↑ + Kick
Forward Beast Cannon	↓, ↘, → + Punch
UF Beast Cannon	→, ↓, ↘ + Punch (guard reversal)
DF Beast Cannon	↗, →, ↘ +Punch (in air)
Million Flicker	←, ↓, ↙ + Punch
Wild Circular	→, ↘, ↓, ↙, ← + Kick
EX Attack: Dragon Cannon	→, ↘, ↓, ↙, ← + 2 Punches
Ex Attack: Mirage Body	←, ↙, ↓, ↘, → + 2 Kicks

DONOVAN BAINE

Drop Sword	Punch + Kick
Call Sword	Punch + Kick
Sword Elementals:	
Efreet Sword	←, ↓, ↘ + Punch (Guard Reversal)
Blizzard Sword	←, ↙, ↓, ↘, → + Punch
Lightning Sword	←, ↓, ↙ + Punch
Sword Grapple	→, ↘, ↓, ↙, ← + Punch (when close)
EX Attack: Breath of Death	←, ↙, ↓, ↘, → + Kick
EX Attack: Change Immortal	Strong, Jab, ←, Short, Forward

VICTOR VON ELDENHEIM

Giga Hammer	←, Hold, → + Punch
Giga Buster	←, Hold, → + Kick
Gyro Crush	↓, ↙, ← + Punch
Giga Burn	↓, ↙, ← + Kick (Guard Reversal)
Mega Spike	360 + Punch (when close)
EX Attack: Thunder Break	↓, hold, ↑ + 2 Punches
EX Attack: Great Geldenheim	←, ↙, ↓, ↘, → + 2 Kicks, Punch



MORRIGAN AENSLAND

Soul Fist. . . . . ↓, ↘, → + Punch
Mid-air Soul Fist. . . . . ↑, ↗, → + Punch (in air)
Shadow Blade. . . . . →, ↓, ↘ + Punch (Guard Reversal)
Shell Kick. . . . . ↓ + → (in air)
Vector Drain. . . . . →, ↘, ↓, ↙, ← + Punch (when close)
EX Attack:
Darkness' Illusion. . . . Jab, Jab, →, Short, Fierce
EX Attack:
Astral Vision. . . . . Jab, Jab, →, Strong, Fierce

ANAKARIS

Sarcophagus Dance. . . . . Punch + Kick
Pharaoh's Judgement. . . . . ↓, ↘, → + Punch (in air)
Cobra Blow. . . . . ←, →+ Punch
Mummy Drop. . . . . ↓, ↘, → + Punch
The Void (catches projectiles). . ↓, ↙, ← + Kick
EX Attack: Pharoaoh's Magic. . Forward, Jab, ↓, Forward, Roundhouse
EX Attack: Chasm of Hell. . . . . ←, ↙, ↓, ↘, → + 2 Kicks
EX Attack: Pharaoh's Split. . . . Jab, Jab, ↓, Forward, Roundhouse

RIKUO

Screwjet . . . . . ←, → + Punch
Trickfish. . . . . ←, ← + Kick
Poison Breath. . . . . ↓, ↘, → + Kick
Sonic Wave. . . . . ↓, ↘, → + Punch (Guard Cancel)
Crystal Lancer. . . . . →, ↘, ↓, ↙, ← + Punch (when close)
Sky Neptune. . . . . →, ↘, ↓, ↙, ← + Kick (when close)
EX Attack: Aqua Spread. . →, ↘, ↓ + 2 Kicks
EX Attack: Water Jail. . . . →, ↓, ↘ + 2 Punches
EX Attack: Sea Rage. . . . . →, ↙, ↓, ↘, → + 2 Punches

HSIEN-KO

Anki Hou. . . . . ↓, ↘, → + Punch
Sempuu Bu. . . . . →, ↓, ↘ +Punch
Henkyou Ki. . . . . ↓, ↙, ← + Punch (Guard Reversal)
Houten Geki. . . . . →, ↘, ↓, ↙, ← + Punch (when close)
EX Attack: Jirei Tou. . . ←, ↙, ↓, ↘, → +2 Kicks
EX Attack: Tenrai Ha. . Short, Roundhouse, Strong, Strong, Up



LORD RAPTOR

Skullsting. . . . . ↓, ↑ + Kick
Hell's Gate. . . . . ←, ↙, ↓, ↘, → + Kick
Death Hurricane. . . . . ↓, ↙, ← + Kick (Guard Reversal)
Skull Vanish. . . . . →, ↘, ↓, ↙, ← + Punch (when close)
EX Attack: Evil Scream. . . →, ← + 2 Punches
EX Attack: Death Voltage. →, ↘, ↓, ↙, ← + 2 Kicks
EX Attack: Hell's Dunk. . . →, ↓, ↘ + 2 Punches

SASQUATCH

Big Snow. . . . . ↓, ↘, → + Punch
Big Towers. . . . . ↓, → + Punch
Big Cyclone. . . . . ↓, ↙, ← + Kick
Big Typhoon. . . . . →, ↓, ↘ + Kick (Guard Cancel)
Big Brunch. . . . . →, ↘, ↓, ↙, ← + Punch (when close)
Big Swing. . . . . .360 + Kick (when close)
EX Attack: Big Freezer. . ←, ↙, ↓, ↘, → + 2 Punches
EX Attack: Big Ice Burn. . ←, ↙, ↓, ↘, → + 2 Kicks



FELICIA

Rolling Buckler. . . . . ↓, ↘, → +2 Punches
Rolling Scratch. . . . . ↓, ↙, ← + 2 Punches
Delta Kick. . . . . ←, ↓, ↙ + Kick
Sand Scratch. . . . . ↓, ↘, → + Kick (Guard Reversal)
Hellcat. . . . . →, ↘, ↓, ↙, ← + Kick (when close)
EX Attack: Dancing Flash. . →, ↓, ↘ + 2 Punches
EX Attack: Please Help Me. ←, ↙, ↓, ↘, → + 2 Kicks

BISHAMON

Iai Giri. . . . . ←, hold, → + Punch or Kick
Hane Yaiba. . . . . ←, ↙, ↓, ↘, → + Punch
Kaeshi Yaiba. . . . . ← + Punch (after contact w/Hane Yaiba)
Tsuji Hayate. . . . . ↓, ↘, → + Punch (after contactw/Hane Yaiba)
Mukuro Fuuji. . . . . ↑, ↗, → + Punch
Ki En Zan. . . . . →, ↓, ↘ + Punch (Guard Reversal)
Kirisute Gomen. . . . . 360 + Punch (when close)
EX Attack: Onikubi Hincri. . →, ↘, ↓, ↙, ← + 2 Punches
EX Attack: Tsurane Giri. . . ←, ↙, ↓, ↘, → + 2 Kicks

MORTAL KOMBAT 3
THE MOVES!

Just as sure as I am covered in chocolate ice cream as I write this, *Mortal Kombat 3 (MK3)* has hit the arcades with all the force of a supercharged uppercut. There was some question about the viability of a 2-D fighter in the midst of the emerging 3-D frenzy coming from games like *Tekken* and *Virtua Fighter II*, but if we are to take the initial buzz as a sign of the game's future, *MK3* will do just fine.

The following list of moves was gathered from several different sources and in an effort to get them out as quickly as possible, we unfortunately can not guarantee 100% accuracy. We can, however, promise that aside from a possible handful of exceptions, these are bona fide moves. We know this because we've tested them ourselves at **Malibu Golf & Games** in **Redwood City, CA.** So, if your friends have been kicking your ass over and over again and you're just about ready for it to stop, we suggest that you bring along your copy of ***Game Players***. At the very least you can use it to hide your shame if you still can't beat your friends.

Common Moves

Move Key

HP ..... High Punch
LP ..... Low Punch
BL ..... Block
HK ..... High Kick
LK ..... Low Kick
R ..... Run

Face Punch ..... HP
Body Punch ..... LP
Face Kick ..... HK
Body Kick ..... LK
Jump Punch ..... ↑ + HP or LP
Jump Kick ..... ↑ + HK or LK
Uppercut ..... ↑ + HP
Crouch Punch ..... ↓ + LP
Roundhouse Kick .. ↓ + HK
Leg Sweep ..... ↓ + LK
Crouch Kick (High) . ↓ + HK
Crouch Kick (Low) . ↓ + LK
Specialty Punch ... HP (when against opponent)
Knee ..... HK or LK (when against opponent)
Throw ..... ← + LP (when next to opponent)

Other Commons:

The 'Mercy' feature can only be employed in the third round. This feature gives a little strength back to your opponent, which in turn allows you to unleash the Animality Attack.
Mercy ..... ↓↓↓↓, R

The Pit III is a common fatality attack. There is a pit and spinning blades. You do the math.
The Pit III ..... ↓←↓, R

Let The Blood Flow!

Night Wolf:

Axe Uppercut ..... ←↓→HP
Shoot Arrow ..... →↓← LP
Shield ..... ←←HK
Shield Aura ..... ←←←HK
Shoulder Slam ..... ←←←LK
Combo ..... HK, HK, HP, HP, LP, HK
Combo ..... HP, HP, LP, ←↙↓↘→ HP
Fatality 'Moon Killer' ..→→→HK (stand close)
Fatality 'Lightning' ...←←←HP
Animality 'Wolf' .....Hold BL, ↓↓Release BL

Stryker:

Long Grenade Toss .. →→← HP
Short Grenade Toss .. →→← LP
Club Throw ..... →→HK
Club Trip ..... →→ LP
Combo ..... HP, HP, HK
Combo ..... HP, HP, LK, LP
Fatality 'Time Bomb' . →→→↓BL (next to opponent)
Fatality 'Taze 'Em' ... →→→→LK (from across screen)

Kung Lao:

Hat Throw ..... ← → LP
Teleport ..... ↓↑
Dive Kick ..... ↓ + HK (while in air)
Combo ... HP, LP, HP, LP, LK, LK, ← + HK
Combo ... ←←← LK, LK, LK, HP, HP, LP, JK, ←← HP

Liu Kang:

High Dragon Fire ..... →→ HP
Low Dragon Fire ..... →→LP
Flying Kick ..... →→HK
Bicycle Kick ..... Hold LK (3 Sec.), Release LK
Combo ..... HP, HP, BL, LK, LK, HK, LK
Combo ..... HP, LK, LK, HP, LK
Fatality 'Toasted' .... →→→→→LK

Kabal:

Fireball ..... ←→HP (may be done in air)
Tornado Spin ..... ←→LK
Ground Razor ..... ←←←R
Combo ..... HP, HP, ↓ + LP, ↓ + HP
Combo ..... LK, LK, HP, ↓ + HP

Sub Zero:

Ice Ball ..... ↓→LP
Ice Shower ..... ↓→HP
Ice Clones ..... ↓←LP
Slide ..... ← & LP + BL + LK
Freeze ..... ↓↘→ LP
Combo ..... HP, LP, LK, HK, ← + HK
Combo ..... HP, HP, LP, ← + HK, ← + HK, ← + HK
Fatality 'Freeze Mist'.. ↓→← HK (sweep distance)
Fatality 'Freeze Smash ↓→→ BL (next to opponent)
Animality 'Polar Bear'..↑↑↑(next to opponent)

MK

SHEEVA:

Mega Stomp . . . . . ↓↑
Fireball . . . . . ↓→HP
Ground Stomp . . . . . ↓→↓ HK
Fatality 'Quadra Smash' . ↓→↓→LP (near opponent)
Fatality 'Skin 'Em' . . . . . Hold HK,↓→↓
Release HK

JAX:

Single Missile . . . . . ←→ HP
Double Missile . . . . . ←→←→HP
Shoulder Slam . . . . . ←→HK
Grab Punch . . . . . ←→ LP
Grab Throw . . . . . Throw, Tap HP
Back Breaker . . . . . BL (in air)
Ground Smash . . . . . Hold LK (3 Sec.), Release LK
Combo . . . . . HP, HP, BL, LP, ← + HP

SINDEL:

Fireball(in air) . . . . . ←↓ → LK
Scream Drag . . . . . →↓→ HP
Float . . . . . ←↓←HK
Combo . . . . . HK, HP, LP, HK
Combo . . . . . HK, HP, HP, LP, ← + HK
Fatality 'Scream' . . . . ↓→↓ LP (next to opponent)

CYRAX:

Net Capture . . . . . ←↓←LK
Exploding Teleport . . . →↓ LK
Long Grenade Toss . . Hold LK, ↓→HK
Short Grenade Toss . . Hold LK, ←↓ HK
Air Throw . . . . . ←↙↓↘→ & Block (must be in air)
Fatality 'Pain' . . . . . ↑↑↑→↗↑↖←↙↓↘→ HP (sweep distance)

SONYA:

Rings . . . . . →↓ LP
Bicycle Kick . . . . . ←↓←LK
Wave Punch . . . . . →↓←HP
Leg Grab . . . . . ↓ + LP + BL
Combo . . . . . HP, HP, LP, ← + HP
Combo . . . . . HP, HP, LP, ← + HK
Fatality 'Fatal Kiss' . . . ↓↓↓→ LK

SHANG TSUNG:

Volcanic Eruption . . . . ←↓←↓LK
Fireballs . . . . . ←↓HP or ←↓←↓HP or ←↓←↓→ HP
Morphs . . . Sindel - ←↓← LP
Jax - ←↓↓LP
Kano - ←↓←↓BL
Liu Kang - ←↗↑↖←↙↓↘→
Stryker - ←↓←↓HK
Sub-Zero - ←↓←↓HP
Cyrax - BL, BL, BL
Sektor - ←↓← R
Night Wolf - ↑↑↑
Sheeva - ←↓← LK
Sonya - ←↓← R + BL + LP

SEKTOR:

Homing Missile . . . . . ←↓← HP
Straight Missile . . . . . →↓LP
Teleport . . . . . →↓LK (in air also)
Fatality 'Crusher' . . . . ←↓← HK (sweep distance)

KANO:

Knife Throw . . . . . ↓← HP
Knife Uppercut . . . . . ↓→HP
Grab & Bite . . . . . ←↓→ LP
Air Toss . . . . . BL (in air)
Flying Cannonball . . . Hold LK (3 Sec.) Release LK
Combo . . . . . HP, HP, LP
Combo . . . . . HP, HP, HK, LK, ← + HK
Combo . . . . . HK, HK, LK, ← + HK
Fatality 'Skeleton' . . . ←↓← LK (next to opponent)
Fatality 'Laser Eye' . . . ←↓←HK (jump distance is required)
Animality 'Spider' . . . Hold HP, ←↓← Release HP (next to opponent)

VERSUS SCREEN CODES

If you'll look closely at the bottom of the Player Select screen in the Two Player mode, you will see a row of six icon boxes. The first three boxes can be changed with the LP, BL and LK buttons on the player one controls and the right three boxes can be controlled with the LP, BL and LK buttons on the player two controls. The following key is used to enter the codes that are listed at the bottom of the page:

Icon Key:
Dragon Logo . . . . . DL
MK Letters . . . . . MK
Ying-Yang . . . . . YY
Three 3
Question Marks . . . ?
Lightning Bolt . . . . . LB
Goro . . . . . GR
Raiden . . . . . RD
Shao Kahn . . . . . SH
Skull . . . . . SK

The other important thing to note about the Versus Screen Codes feature is that there is a limited amount of time (very limited, in fact) to enter the right code. In order to deal with this problem we will also list the codes in number format. The numbering system will work as follows: The first three numbers coincide with the three buttons from left to right on the player one controls. The second three numbers represent, also from left to right, the three buttons on the player two controls. Each number stands for the amount of times this particular button must be pushed to fill in the right icon.

Fight Motaro . . . . . 555 - 555 LB, LB, LB - LB, LB, LB
Handicap . . . . . 888 (either side) SH, SH, SH
Disable Blocking . . 222 - 222 YY, YY, YY - YY, YY, YY
Randper Kombat . . 444 - 444 ?, ?, ? - ?, ?, ?
Fight Saibot . . . . . 777 - 777 RD, RD, RD RD, RD, RD
Fight Shao Khan . . 666 - 666 GR, GR, GR GR, GR, GR
Disable Throws . . . 100 - 100 MK, DL, DL MK, DL, DL
Dark Fighting . . . . . 001 - 001 DL, DL, MK DL, DL, MK

VIRTUA VICTORY

Virtually Every Move In Virtua Fighter 2

MOVE KEY
D=Defense Button
K=Kick Button
P=Punch Button



AKIRA YUKI

Punch And Body Blow	P,P
Jumping Kick	↷↷+K
Dashing Elbow Strike	↷↷+P
Dashing Elbow Strike (feet change)	↷↷↷+P
Dashing Palm Strike	↶↷+P
Double Palm Strike	↶↶↷+P
Elbow Strike	↷+P
Dashing Body Check	↷↷↷+P+K
Power Uppercut	↘↘+P
Punch Opponent On Ground	↘+P
Knee	K+↶↶ (while holding K)

Throws And Close Range Moves

Trip And 2 Punches	P+D
Stun Palm	K+D+P
Surprise Exchange (turns opponent)	BD+P+Def
Break Stance	↷+P+D
Shake'em Up	↶+P+D
Shake'em Up Harder	↓+P+D
Close-in Ram	↷↶↷+P+K
Pull In-Push Ou	↙↷+P

PAI CHAN

Rising Heel Kick	Hold ↓, release +K
Crescent Kick	D+K
Reverse Crescent Kick	↶+D+K
Backward Kickflip	↖+K
Backflip	↖
High Lunging Leg Thrust	↷↷+K
Downward Chop	↘+P
Snap Kick	↷+K
Jumping Scissors Kick	↗+K
Jabbing Footwork	↶↶+P
Punch Fallen Opponent	↘+P

Counter Attacks

Grab And Throw (high attacks)	↶+P
Grab And Throw (Mid level attacks)	↙+P

Throws And Close Range Moves

Wrist Twist	P+Def
Falling DDT	↷↓+P
Stomach Throw	↶↓+P+D
Reaping Throw Punch	↷↷+P+K
Pushover	↶↷+P
Cartwheel Over Crouching Opponent	↷+P+K+D

WOLF HAWKFIELD

Knee	↷+K
Uppercut	↘+P
Uppercut From Low Position	Hold ↘+P
Running Clothesline	↷↷+P
Dashing Shoulder Ram	↶↷+P
Backhand Slap (Bitch Slap)	↶+P
Scissors Kick	K+D
Somersault Heel Smash	↶↷+K+D
Roundhouse Kick	↷+K+D
Flying Knee Attack	↷↷+K+D
Drop Kick	↗+K
Body Blow	↷+P
Drop Elbow	↶+P+K
Sliding Attack	↷↓+K
Two Hand Upward Slap	Hold ↓↷+P
Elbow Drop On Fallen Opponent	↘+P
Back Splash On Fallen Opponent	↖+K

Counter Attacks

Grab Side Kicks (Mid level)	↙+P

Throws And Close Range Moves

Backfall Suplex	P+D
German Suplex (behind opponent)	P+D
Body Slam	↷+P
Twirl and Hurl	↶↙↓↘↷+P
Ghostbuster (slam head in crotch)	↘↘+P+K
Frankensteiner	↗+K+D
Double Arm Suplex	↙+P+K+D
Tombstone	↘+P+K+D
Torso Takedown	↓+P+D
German Suplex (behind opponent)	P+K+D

MOVES FOR THE MASSES

Low Attack On Fallen Opponent	↑+P
High-flying Attack On Fallen Opponent	Hold ↑+P
Pulling Back A Punch Or Kick	D
Escape	P+D
Throws	P+D
Select Different Taunts	Press either P,K,or D during replay to change taunts.

MOVES WHILE GETTING UP

Rising Heel Kick	K
Rear Kick	K (head towards opponent)
Rising Sweep	↓+K
Roll And Rise With Heel Kick	D,K
Roll And Rise With Sweep	D,↓+K
Roll Away	↶
Roll Away With Mule Kick	↶+K
Roll Away With Sweep	↶↓+K
Roll Away with Rising Heel Kick	↶↷+K
Handspring	↑

LAU CHAN

Rising Heel Kick	Hold ↓ release +K
Crescent Kick	D+K
Sweep	Hold ↓+K+D
Dashing Knife Hand	↘↘+P
Forward Cartwheel Kick	↗+K
Short Jump Kick	↗+K+D
Backward Kickflip	↖+K
Backflip	↖
Elbow Strike	↷+P
Snap Kick	↷+K
Jumping Scissors Kick	↗+K
Sliding Attack	↷↓+K
Kick Fallen Opponent	↘+K

Throws And Close Range Moves

Waterwheel Drop	P+D
Piggyback Drop	↶+P
Head Slam	↶↷+P
Sideways Throw	↶↓+P+D

Lion Rafale

Elbow Strike. . . . . →+P
Knee. . . . . →+K
Uppercut . . . . . ↘+P
Low Forward Creeping Peck. . . . . Hold ↘+P
Low thrusting peck. . . . . ↙+P
Long range fist thrust. . . . . →→+P
Spin forward and Kick High. . . . . →→+K+D
Spin Forward and Kick Low. . . . . ↘+K+D
Poke Head From Above. . . . . ←+P
Poke Head. . . . . →+P+D
Short Range Low Wind-up Attack. . . . . P+D
Long Range Low Wind-up Attack. . . . . ↘+P+D
Sweep. . . . . Hold ↓+K+D
Dancing Kick. . . . . ↑+K
One-Handstand Kick. . . . . ↓↓+K
Cartwheel Spin Kick. . . . . ↗+K
Jumping Downward Swipe. . . . . ↗+P
Backward Jumping Downward Swipe. . . . . ↖+P
Swinging Arms. . . . . ↑+P
Cartwheel Backwards. . . . . ↖
Low Swipe kick. . . . . ↓+K
Low Swipe Kick, High Spin Kick. . . . . ↓+K,K+D
Turn Kick. . . . . ←←+K
Turn Punch. . . . . ←←+P
Turn With Side Kick. . . . . ←←+K+D
Ducks and Steps Away Sideways. . . . . ↙+D
Ducks and Closes In. . . . . ↘+D

Throws And Close Range Moves

Trip P+Def
Piggyback Attack(from behind). . . . . P+D
Reaping Throw. . . . . ←+P+K
Grab and Fling. . . . . →→+P+D

Sarah Bryant

Elbow Strike. . . . . →+P
Rising Knee. . . . . →+K
Lunging Knee. . . . . →→+K
High Snap Kick. . . . . ↓+K
Shadow Kick. . . . . Hold↘+K,K,K
Couching Side Kick. . . . . ↓+K+D
Kickflip. . . . . ↖+K
Backflip. . . . . ↖
Roundhouse Kick. . . . . ↑+K
Forward Jumping Roundhouse. . . . . ↗+K
Tornado Kick. . . . . ↗+K+D
Double Kick. . . . . →+K
Downward Crescent Kick. . . . . K+D
Side Hook Kick. . . . . ↙+K+D
Turning Punch. . . . . ←←+P
Turning Jump Kick. . . . . ←←+K
Spinning Heel Kick. . . . . Hold ↓←+K
Downward Backfist. . . . . ↘+P
Kick Fallen Opponent. . . . . ↘+K

Throws And Close Range Moves

Belly Suplex. . . . . P+Def
Torso Takedown (from behind). . . . . P+D
Jumping Clotheline. . . . . →→+P

Shun Di

Uppercut. . . . . ↘+P
Dashing Uppercut. . . . . Hold ↘+P
Lunging Punch. . . . . Hold ↓,→+P
Running Punches. . . . . →+P
Backpush. . . . . ←+P
Scorpion Kick. . . . . ↓+K+D
Twisting Back Hook Fist. . . . . ←+P
Backflip. . . . . ↖
Cartwheel Kick. . . . . →→+K
Jumping Back Hammer. . . . . ↑+P
Backward Jumping Back Hammer. . . . ↖+P
Mule Kick. . . . . ↑+K
Spinning Scissors Kick. . . . . ↗+K
Spinning Twist Punch. . . . . ↗+P
Jumpin Spin Kick. . . . . K+D
Two Hand Push (Drinks if this hits). . . . P+K
Breakdance Sweep. . . . . ↙+K+D
Breakdance Sweep (feet change). . . . . Hold ↓+K+D
Breakdance Sweeps (after drinks). . . . ↓+P+K,K,K
Backward Hopping Kicks. . . . . ←+K+D
Handstand. . . . . →↘↓↙←
Kick and Fall Face Up. . . . . ←+K
Low Back Kick (fall face down). . . . . ↙+K,D
Falling Twist Kicks. . . . . ↙+K,K+D
Sit Down. . . . . ↓↓
Steps Backwards Tucking Tummy. . . . ←+D

Throws And Close Range Moves

Dances With Punches (Shun drinks). . . P+D
Grab and Fall. . . . . P+K+D

Jeffry McWild

Dodging Side Jab. . . . . ↓+P+K
Uppercut. . . . . ↘+P
Uppercut From Low Position. . . . . Hold ↘+P
Toe Kick. . . . . ↓+K
Elbow Strike. . . . . →+P
Elbow-Hammer Combo. . . . . →+P,←+P
Dashing Low Elbow. . . . . →→+P
Frontal Foot Thrust. . . . . →→+K
Heel Axe. . . . . →→+K
Knee. . . . . →+K
Drop Elbow. . . . . ←←+P
Lunging Drop Elbow. . . . . ←↘+P
Head Butt. . . . . →+P+K
Thrusting Head Butt. . . . . ↙→+P+K
Flying Butt Attack. . . . . P+K+D
Foot Stomp (opponent on ground). . . . ↘+K

Throws And Close Range Moves

Firemans Carry. . . . . P+D
Backbreaker (from behind). . . . . P+D
Power Slam. . . . . →+P
Body Press. . . . . B+P+Def
Crucifix Piledriver. . . . . ↘↘+P+K
Backcracker. . . . . ←←→+P+K+D
Iron Claw (crouching opponent). . . . . ↓+P
Triple Knee Bash. . . . . Hold ↓→+K

Jacky Bryant

Spinning Backfist. . . . . ←+P
Spinning Backfist and Crescent Kick. . ←+P,K
Spinning Backfist and sweep . . . . . ←+P,↓+K
Spinning Backfist . . . . . ←+P
Low Spinning Backfist. . . . . ↙+P
Elbow Strike . . . . . →+P
Rising Knee . . . . . →+K
Couching Side Kick . . . . . ↓+K+D
Kickflip. . . . . ↖+K
Backflip . . . . . ↖
Downward Crescent Kick . . . . . K+D
Side Hook Kick . . . . . ↙+K+D
Hook . . . . . ↘+P
Beat Knuckle. . . . . P+K
Lightning Kicks . . . . . ↓+P+K,K,K,K
Spinning Mid-Kick. . . . . ←→+K+D
Turning Hook. . . . . ←←+P
Spin around Half Crescent. . . . . ←←+K
Kick Fallen Opponent. . . . . ↘+K

Throws And Close Range Moves

Brain Buster . . . . . P+D
Faceplant (from behind). . . . . P+D
Jumping Clotheline. . . . . →→+P
Trip and Hammer. . . . . ←←+P+K

Kage-Maru

Elbow Strike. . . . . →+P
Heel Kick. . . . . ↓+K+D
Rising Knee Hold. . . . . ↓→+K
Backward Kickflip. . . . . ↖+K
Kickflip. . . . . ↖+K+D
Backflip. . . . . ↖
Back Heel Sweep. . . . . →→+K
Rolling Flying Kick. . . . . →→+P+K+D
Flying Corkscrew Kick. . . . . →→+K+D
Roll Forwards And Sweep. . . . . →↙↓↘→+K
Cartwheel Backwards. . . . . ←+Def
Back Thrust. . . . . ←+K+D
Sliding attack. . . . . ←↙↓+K
Slashing Shuto. . . . . ←←+P+K
Slashing Shikan-ken. . . . . ↓+P+K
Chopping Shuto. . . . . Hold ↓→+P+K
Turning High Back Thrust. . . . . ←←+K
Turning Downward Chop. . . . . ←←+P
Turning Toe Slide. . . . . ←←+K+D
Turning Upward Chop. . . . . ←←+P+↓
Heel Smash On Fallen Opponent. . . . . ↘+K

Counter Attacks

Grab Incoming Fist/Palm Attacks. . . . ↓+P

Throws And Close Range Moves

Hip Throw. . . . . P+D
Torso Takedown (behind opponent). . . P+D
Ten Foot Toss. . . . . ←+P
Reaping Throw. . . . . ←→+P
Toka Throw. . . . . P+K+D

Ogre Battle

The Gang's All Here

This is far too big a game to find everything, and with fourteen different endings, you could play *Ogre Battle* from now until next week and never see the 'best' one. So, here's a little help — very little — to speed you on your way. A list of hidden characters and how to find them, and a complete breakdown on all the bosses and the lackeys they employ. So check the chart, figure out what a boss' weakness is, and let 'em have it.



Area 3: Sharom District

Canopus — He's found in the city of Bah'Wal. After getting the Wing of Victory from Yulia in the hidden temple to the southwest (which she only gives you if your reputation is high), return to Bah'Wal.

Gilbert— Once Canopus is in your party and you've defeated Gilbert, return to Parcival. If your reputation is high enough, he joins you.

Area 6: Deneb's Garden

Deneb — She's in the city of Valparin. First, forgive her after defeating her, then buy the Golden Bough in the shop in Diaspola. Return, and receive the Glass Pumpkin. Then, if your reputation is LOW enough, she joins you.

Area 7: Slums of Zenobia

Ashe — He's found in the city of By'Roit. Use either a flying unit or some termites to get into the city, then just talk to him.

Lyon — When you reach the city on Anberg, you can either pay him 20,000 Goth before you clear the map, or wait until after the boss is defeated, go back, and pay him 5,000 Goth.

Area 8: Island Avalon

Aisha — In the central area surrounded by volcanoes is a hidden temple. You need a high reputation in order for her to join.

Area 10: Diaspola

Norn — She's in the city of Diaspola. Spare her life, and if your reputation is high enough, she joins your party.

Area 12: Valley of Kastro

Rauny — She's found in the temple south of Geral Ab. Again, you need a high reputation.

Area 13: Balmorian Ruin

Saradin — Visit the temple west of Kannyate, then find the hidden city of Kalyao, at the end of the road southwest of Shik'Ahn, where you receive the Bell of Light. Go back to the temple and use the Bell on the statue there.

Area Alpha: Muspelm

Slust — He's in the city of Muspelm. Both your reputation and alignment must be high to meet him.

Area Beta: Organa

Fenril — She's in the city of Aulganna. You need a high reputation and high alignment.

Area 14: City of Malano

Fogel — Located in the city of Siggult. You need both a high reputation and high alignment.

Area 16: Antalia

Yushis — She's found in a hidden temple, nestled in the mountains southwest of Dauo Dah near the fork of the river. You need a high reputation

Area Delta: Antanjyl

Galf — He's located in the city of Antagee. You need to have a low reputation. If you give him the Brunhild sword, he joins you —this is not, by the way, a good idea if you're working towards the best ending.

Area 17: Shangrila

Debonair — Located in the city of Shangril. You must have Norn from Diaspola in your party.

Area Gamma: Ruined City

Tristan — He's in the city of Bel Chel. You either need a high reputation or the Key of Destiny.

Hidden Characters

You know they're there, but where the heck are they?

BIG BOSSES

Every boss has his Achilles heel. Just check out the listing for their Physical, Fire, Ice, Lightning, and Magic resistance scores, then choose the unit whose strength matches the bosses' weakness. Simple, right?

STAGE 2 — USAR
Level 5 Wild Man
HP: 120
STR: 76
AGI: 72
INT: 57
CHA: 57
ALI: 43
LUK: 59
Phys: 48
Fire: 43
Ice: 38
Lightning: 36
Black Magic: 46
White Magic: 34
Troops: 2 Level 4 Wizards

STAGE 3 — GILBERT
Level 6 Beast Master
HP: 120
STR: 79
AGI: 70
INT: 56
CHA: 53
ALI: 54
LUK: 46
Phys: 44
Fire: 28
Ice: 31
Lightning: 35
Black Magic: 46
White Magic: 34
Troops: 2 Level 6 Wyrms

STAGE 4 — KAPELLA
Level 8 Grand Wizard
HP: 116
STR: 63
AGI: 81
INT: 103
CHA: 57
ALI: 32
LUK: 48
Phys: 24
Fire: 34
Ice: 35
Lightning: 38
Black Magic: 51
White Magic: 29
Troops: 3 Level 7 Imps

STAGE 5 — SIRIUS
Level 7 Werewolf
HP: 112
STR: 91
AGI: 92
INT: 70
CHA: 70
ALI: 48
LUK: 49
Phys: 71
Fire: 71
Ice: 77
Lightning: 78
Black Magic: 92
White Magic: 11
Troops: 4 Level 6 Amazons

STAGE 6 — DENEB
Level 10 Witch
HP: 125
STR: 74
AGI: 94
INT: 121
CHA: 59
ALI: 47
LUK: 68
Phys: 25
Fire: 30
Ice: 28
Lightning: 31
Black Magic: 48
White Magic: 50
Troops: 4 Level 8 Pumpkins

STAGE 7 — DEBONAIR
Level 11 Zen Knights
HP: 148
STR: 116
AGI: 122
INT: 104
CHA: 62
ALI: 82
LUK: 56
Phys: 53
Fire: 37
Ice: 43
Lightning: 39
Black Magic: 29
White Magic: 72
Troops: 2 Level 9 Red Dragons

STAGE 8 — GARES
Level 12 Dark Prince
HP: 162
STR: 124
AGI: 111
INT: 104
CHA: 59
ALI: 46
LUK: 57
Phys: 54
Fire: 46
Ice: 40
Lightning: 39
Black Magic: 55
White Magic: 36
Troops: 2 Level 10 Black Dragons

STAGE 9 — PORKYUS
Level 13 Nixie
HP: 169
STR: 123
AGI: 127
INT: 141
CHA: 59
ALI: 63
LUK: 51
Phys: 34
Fire: 31
Ice: 60
Lightning: 23
Black Magic: 47
White Magic: 62
Troops: 4 Level 10 Mermaids

STAGE 10 — NORN
Level 12 Shaman
HP: 149
STR: 97
AGI: 123
INT: 134
CHA: 63
ALI: 53
LUK: 53
Phys: 28
Fire: 27
Ice: 25
Lightning: 27
Black Magic: 18
White Magic: 62
Troops: 2 Level 11 Titans

STAGE 11 — FIGARO
Level 15 Zen Knight
HP: 167
STR: 140
AGI: 146
INT: 124
CHA: 61
ALI: 53
LUK: 59
Phys: 58
Fire: 45
Ice: 41
Lightning: 49
Black Magic: 55
White Magic: 37
Troops: 2 Level 12 Black Dragons

STAGE 12 — ARES
Level 16 Raven
HP: 215
STR: 142
AGI: 167
INT: 145
CHA: 56
ALI: 38
LUK: 62
Phys: 40
Fire: 70
Ice: 46
Lightning: 47
Black Magic: 69
White Magic: 21
Troops: 2 Level 12 Ninjas, 2 level 13 Ninjas

STAGE 13 — ALBELEO
Level 17 Doll Master
HP: 158
STR: 102
AGI: 153
INT: 153
CHA: 62
ALI: 70
LUK: 48
Phys: 26
Fire: 47
Ice: 41
Lightning: 29
Black Magic: 21
White Magic: 59
Troops: 1 Level 15 Stone Golem, 1 level 14 Black Dragon

STAGE ALPHA — SLUST
Level 17 Dragon Warrior
HP: 198
STR: 149
AGI: 131
INT: 128
CHA: 62
ALI: 78
LUK: 60
Phys: 70
Fire: 56
Ice: 58
Lightning: 62
Black Magic: 50
White Magic: 50
Troops: 2 Level 15 Gold Dragons

STAGE BETA — FENRIL
Level 17 Dragon Warrior
HP: 176
STR: 137
AGI: 139
INT: 140
CHA: 62
ALI: 75
LUK: 64
Phys: 70
Fire: 56
Ice: 58
Lightning: 62
Black Magic: 50
White Magic: 50
Troops: 1 Level 13 Iron Golem



Stage 14 — Apros

Level 18 Bandit
HP: 221
STR: 123
AGI: 159
INT: 159
CHA: 51
ALI: 39
LUK: 49
Phys: 29
Fire: 46
Ice: 42
Lightning: 29
Black Magic: 69
White Magic: 21
Troops: 2 Level 16 Demons

Stage 15 — Mizal

Level 19 Seraphim
HP: 184
STR: 139
AGI: 157
INT: 186
CHA: 70
ALI: 67
LUK: 50
Phys: 35
Fire: 45
Ice: 48
Lightning: 45
Black Magic: 17
White Magic: 17
Troops: 2 Level 16 Ice Giants

Stage 16 —Omicron

Level 20 Necromancer
HP: 168
STR: 115
AGI: 142
INT: 189
CHA: 60
ALI: 21
LUK: 45
Phys: 28
Fire: 36
Ice: 38
Lightning: 39
Black Magic: 59
White Magic: 21
Troops: 2 Level 16 Evil Ones, 2 Level 19 Evil Ones

Stage Delta — Galf

Level 18 Devil
HP: 206
STR: 164
AGI: 153
INT: 177
CHA: 72
ALI: 15
LUK: 53
Phys: 53
Fire: 42
Ice: 52
Lightning: 48
Black Magic: 86
White Magic: 4
Troops: 2 Level 16 Phantoms, 2 Level 17 Phantoms

Stage 17 —Gares

Level 21 Dark Prince
HP: 211
STR: 178
AGI: 156
INT: 149
CHA: 63
ALI: 36
LUK: 57
Phys: 56
Fire: 48
Ice: 42
Lightning: 41
Black Magic: 65
White Magic: 26
Troops: 2 Level 18 Salamands

Stage 19 — Prochon

Level 23 Ninja Master
HP: 231
STR: 183
AGI: 216
INT: 187
CHA: 56
ALI: 22
LUK: 56
Phys: 47
Fire: 52
Ice: 46
Lightning: 45
Black Magic: 68
White Magic: 2
Troops: 2 Level 22 Ninjas, 2 Level 21 Ninjas

Stage 20 — Randals

Level 24 Bandit
HP: 282
STR: 153
AGI: 195
INT: 195
CHA: 59
ALI: 39
LUK: 45
Phys: 28
Fire: 47
Ice: 41
Lightning: 30
Black Magic: 51
White Magic: 29
Troops: 2 Level 21 Evil Ones, 2 Level 20 Evil Ones

Stage 21 — Previa

Level 25 Zen Knight
HP: 258
STR: 200
AGI: 206
INT: 174
CHA: 60
ALI: 34
LUK: 54
Phys: 51
Fire: 54
Ice: 43
Lightning: 27
Black Magic: 72
White Magic: 52
Troops: 2 level 21 Ravens, 2 Level 21 Devils

Stage 18 — Castor

Level 22 Ziemini
HP: 275
STR: 200
AGI: 154
INT: 120
CHA: 54
ALI: 40
LUK: 45
Phys: 48
Fire: 27
Ice: 35
Lightning: 39
Black Magic: 50
White Magic: 30
Troops: None

Polydeuces

Level 22 Ziemini
HP: 275
STR: 210
AGI: 147
INT: 132
CHA: 58
ALI: 60
LUK: 55
Phys: 32
Fire: 53
Ice: 45
Lightning: 41
Black Magic: 30
White Magic: 50
Troops: None

Stage 22 — Luvalon

Level 26 Zen Knight
HP: 276
STR: 206
AGI: 212
INT: 179
CHA: 65
ALI: 62
LUK: 51
Phys: 68
Fire: 24
Ice: 67
Lightning: 73
Black Magic: 63
White Magic: 61
Troops: 4 Level 22 Samurai

Stage 23 — Hikash

Level 27 Warrior
HP: 275
STR: 212
AGI: 185
INT: 181
CHA: 64
ALI: 72
LUK: 50
Phys: 53
Fire: 41
Ice: 46
Lightning: 40
Black Magic: 26
White Magic: 54
Troops: 2 level 22 Muses, 2 Level 23 Muses

Stage Gamma —Fogel

Level 21 Dragon Warrior
HP: 230
STR: 177
AGI: 155
INT: 148
CHA: 58
ALI: 50
LUK: 63
Phys: 70
Fire: 56
Ice: 58
Lightning: 62
Black Magic: 50
White Magic: 50
Troops: 1 Level 20 Tiamat

BATMAN™ METAL FOREVER

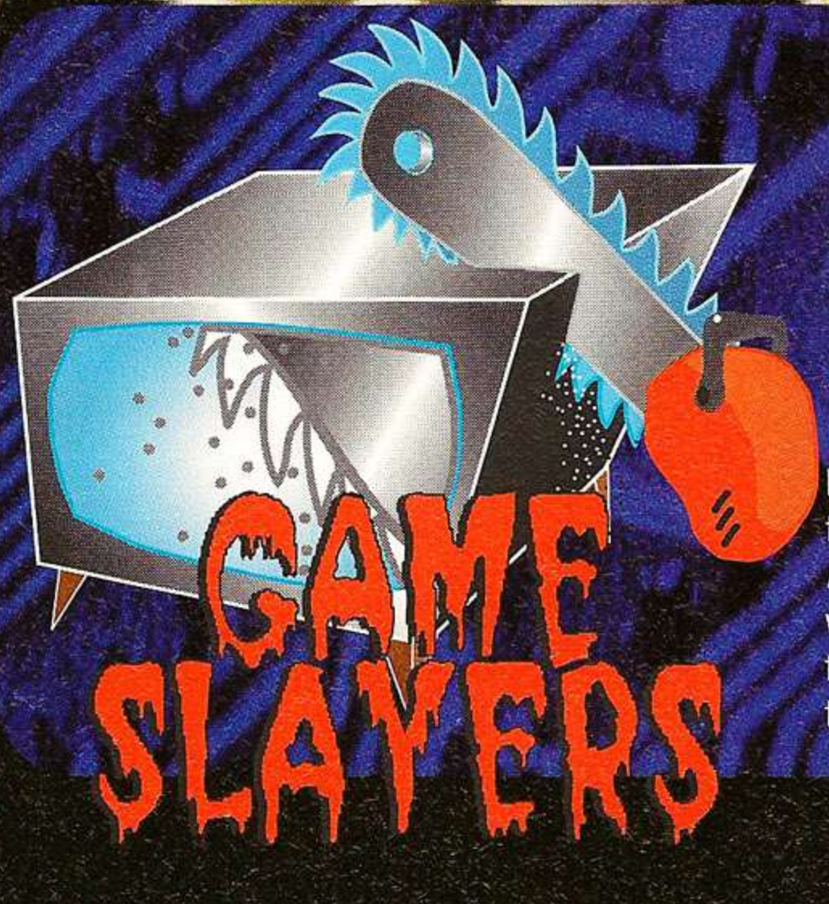
BATMAN™ FOREVER



LATE MAY 1995

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GAME SLAYERS



Fiery electric arcs flashed through the laboratory. The huge, undead game cart grabbed Jeff Lundrigan around the neck. 'You go', it growled, 'we belong dead!' It pulled the lever. The tower exploded.

You might notice that there are a lot of Genesis games on the slate this month. That's because the only letters I got for Super NES (aside from the odd *Zelda, Donkey Kong Country*, and *Mortal Kombat II* questions — don't you people ever give up?), were asking for *NBA Jam TE* characters. True, I got a fair number of readers who wanted to know them for the Genesis version too, but we printed all the known characters last month in Codebreakers, and at least the Genesis questions were asking about something else.

And by the way, this marks the first — but definitely not the last — column that features a 3DO title. Actually, *Myst* is starting to hold up with the best of 'em for putting letters on my desk, which ain't too surprising. Keep the 3DO letters coming.

jfflucky@netcom.com.

Jeff

FELLOW SLAYERS

SNATCHER

Konami for Sega CD

For major laughs enter the following names into the Jordan Computer in Junker Headquarters — MICHAEL, KIMBERLEY, KIRITA, KOJIMA, SASAKI, TOGO, JEREMY, SAITOU, INAMURA, ADACHI, KUSHIBUCHI, and NOSE.

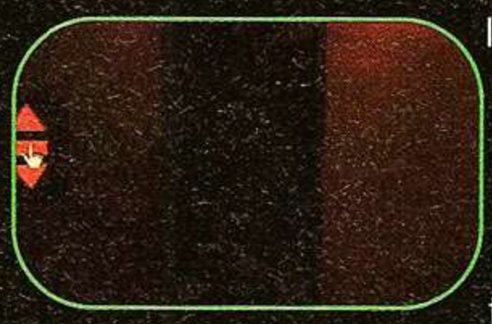
Curtis Kelly
Mannsville, OK



You can use the Jordan computer at Junker HQ to access short personnel files for some members of the *Snatcher* design team. True, a few are good for a chuckle.

MYST

Panasonic/Sunsoft for 3DO



In the Mechanical Age, once you get the elevator going, take it to the top, then press the middle button and get out before the doors close.

I've been trying to figure out what to do for two months now and I can't find jack ****. So, I need some questions answered:

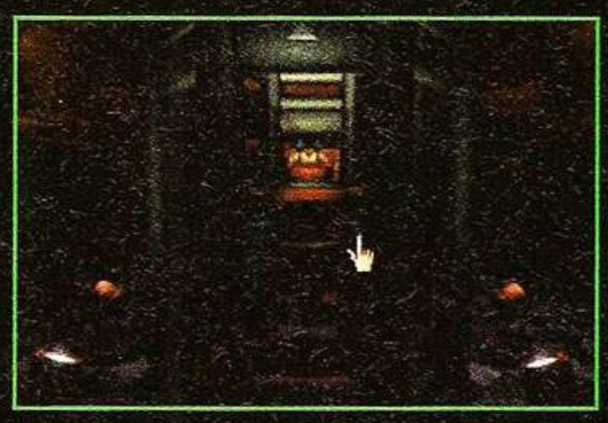
First, I need to know how to rotate the fortress in the Mechanical Age. I can see the levers, but I can't get to them.

Next, in the Stoneship Age, is there any way to turn the lights on in the room beneath the ship? Also, there's a chest at the bottom of the stairs in the lighthouse. When I turn the handle, water seemingly spills out. Does this accomplish anything?

Dan Paradis
Madison, CT

Well, just remember, you asked for it. The fortress rotation doodad is found on top of the elevator between Achenar's and Sirrus' rooms. I'll assume you can get the elevator going (just line up the gaps in the circles on the panel beneath the elevator. They turn red when you've got it right.

As for the Stoneship Age, you've already solved half your problem. You've still got a ways to go though. Good luck — I'll most likely be hearing from you, or someone just like you, in the near future.



When you turn around — lo! The fortress rotation controls are on top of the elevator.



Downstairs in the lighthouse, open the tap on the side of the chest to drain the water inside, and for Heaven's sake, don't forget to close the tap.

Go back to the crow's nest and re-flood the lighthouse. Now when you return, the chest has floated up to where the key is. Open the chest, and inside is another key that opens the upper floor of the lighthouse.





Upstairs is a hand-crank generator. Turn it around about a thousand times and it powers the lights — it's only good for a few minutes of power, so you'll have to keep coming back.

SONIC SPINBALL

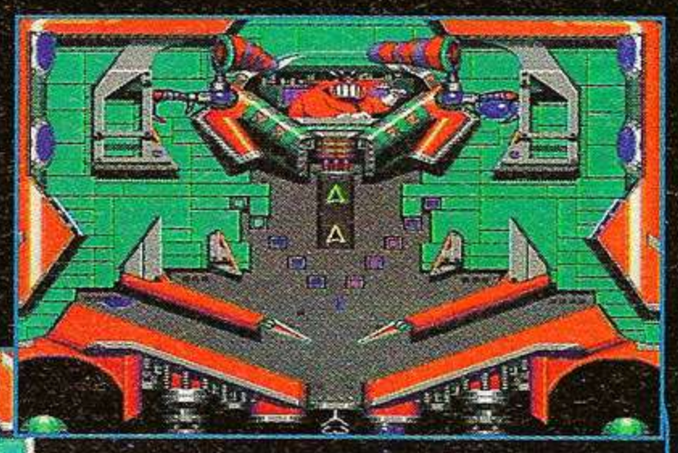
Sega of America for Genesis

Hey, if it's not too much to ask (and I really mean it), can you guys print a map of the fourth level: Showdown? I've tried it about once or twice and the whole place looked cockeyed to me, so please help me get those five emeralds!

Clayton Leach, Henry, NE

First of all, it's not 'you guys,' it's just little old me, all by my lonesome. Second, it's usually not too much trouble, especially given that I've printed maps to the other three levels of *Spinball* in past issues. However, this one turned into some kind of nightmare — the damn thing is HUGE! And lastly — hey, you only tried it once or twice before you came running to me? Show some cajones man, and stick with it a while next time.





Beating Robotnik simply requires patience. Hit the plunger in the middle, then go up the sides. He's got claws and wind socks to stop you, but hitting the plunger makes them go away. There may be a pattern to getting them to disappear, but alternating plunger hits with trips up the sides works eventually.



Hit the plungers on either side 5 times and then head straight up the middle.

Kill the wacky bird to the right and hit the plunger three times, then head up the chute. The windsock throws you to the emerald.

This one's actually easy to get. Kill the wacky bee and grab for the hook. A door opens and you can spin dash up to the gem.

Grab the hooks on either side and a 'secret' flipper appears. Use them to shoot you to the last two.

SONIC AND KNUCKLES

Sega of America for Genesis

I need help. I'm playing as Knuckles and in Flying Battery Zone, Act 1, I'm stuck in the area where the bombs come out of the ground and then parachute on your head. There's no way out!

PS- If I don't get an answer in the May issue I'm going to send you fifty letters!

Jon Rogerson
Westchester, OH

Yeah right, whatever. At this point I doubt I'd even notice an extra fifty letters. I gotta stop doing such a good job — just sorting the mail is getting to be a full-time thing.

Anyway, the trick to getting by this spot is simple. Just tune your secret Game Players receiver to the Echidna bandwidth — or just look at the pictures — and the way shall be made clear.



First, run all the way to the right, then stand in place and wait for the bombs to launch.

After that, you're on your way just as fast as your little red legs can carry you.



Get out of the way before they hit, and when they explode, they open a hole you can drop through.

WWF RAW

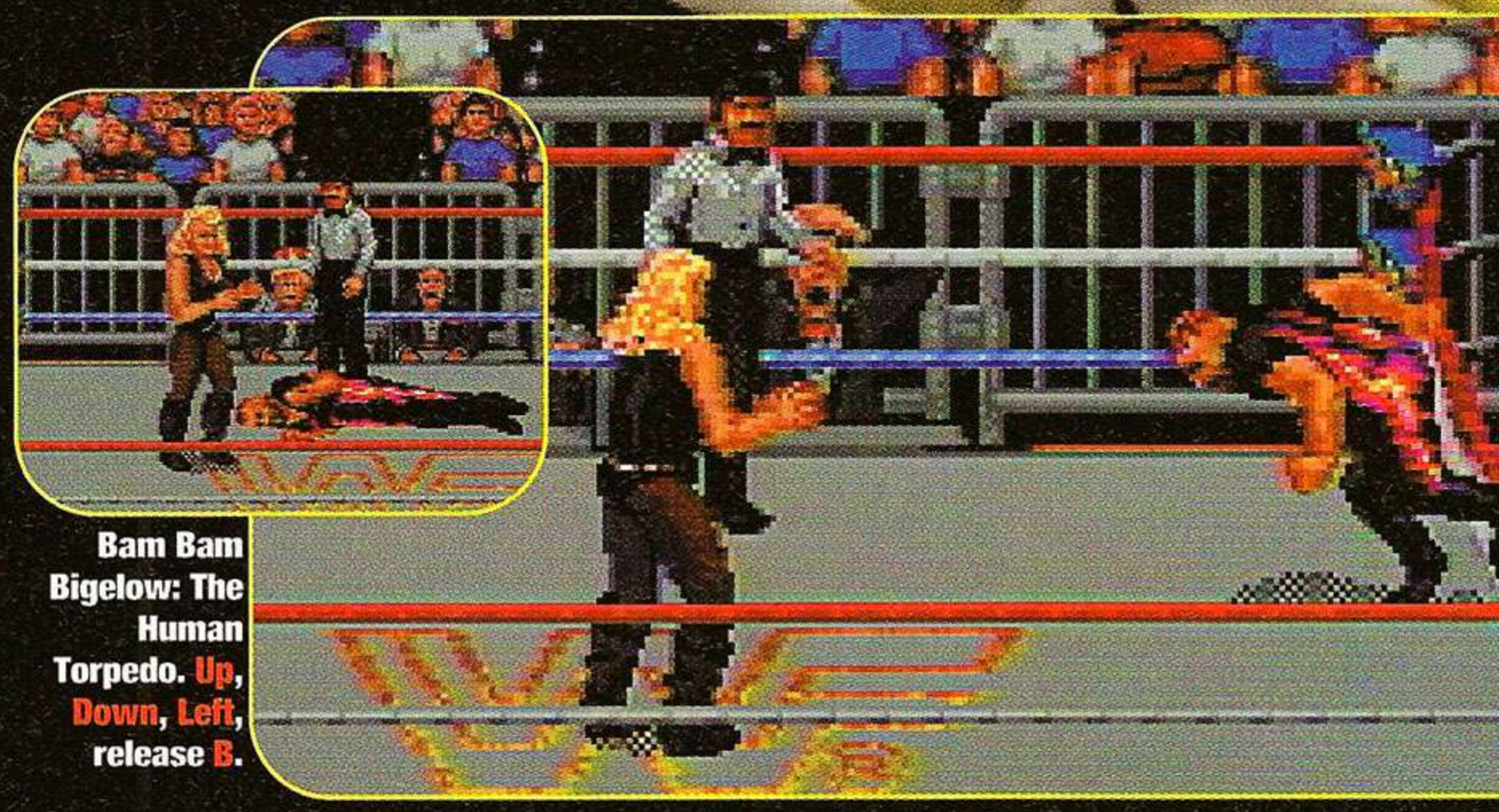
Acclaim for Genesis

How do you do each wrestler's Megamove on the Sega Genesis? You printed the moves for SNES.

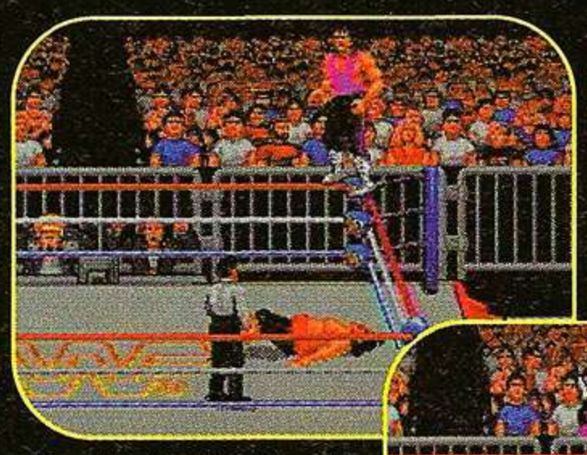
Steve Olenski
Pittsburg. PA

Yeah, OK. Fair enough. Thanks to one anonymous poster at Thomas Russel Middle School using Rene_Cardenas@trms.uucp.netcom.com for printing a partial list (a couple of which didn't work) to alt.sega.genesis. The rest I came up with on my own. At this point, Shawn Michaels and Doink are still unknown, but I'm digging.

The Genesis versions of the Megamoves are very similar to those on SNES, but instead of holding R or L, you have to hold A and B, hit the directional pad, then release one of the buttons. Happy brawling.



Bam Bam Bigelow: The Human Torpedo. Up, Down, Left, release B.





Bret Hart: The Atomic Cannonball. Stand on the turnbuckle over a fallen opponent, Right, Right, Up, release B.



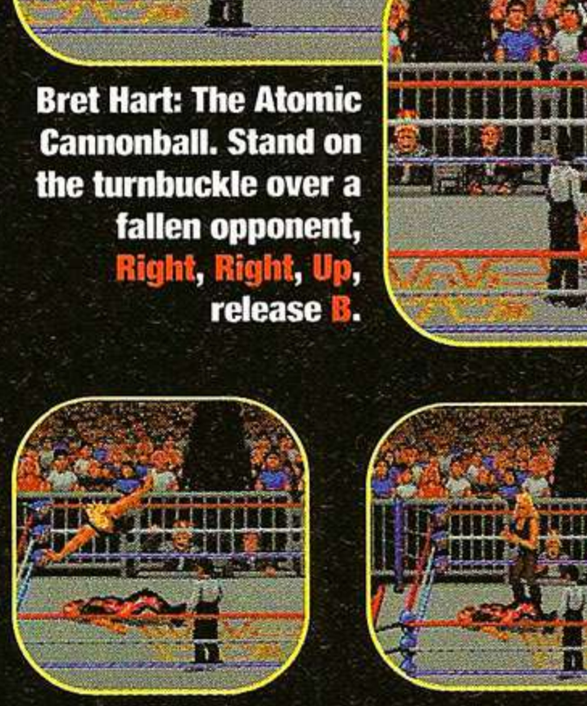


Diesel: The Big Blast-Off. This one's easier to pull off on the Genesis for some reason. Stand behind a stunned opponent. Down, Down, Right, release A.

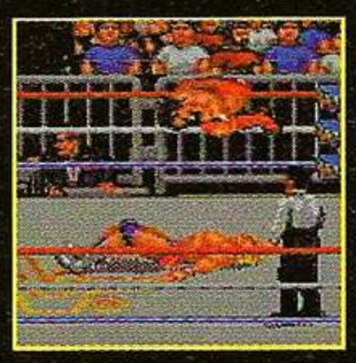




Lex Luger: Nuclear Knuckles. Unlike the SNES version, you have to be in punch range for this to work. Up, Up, Down, release B.

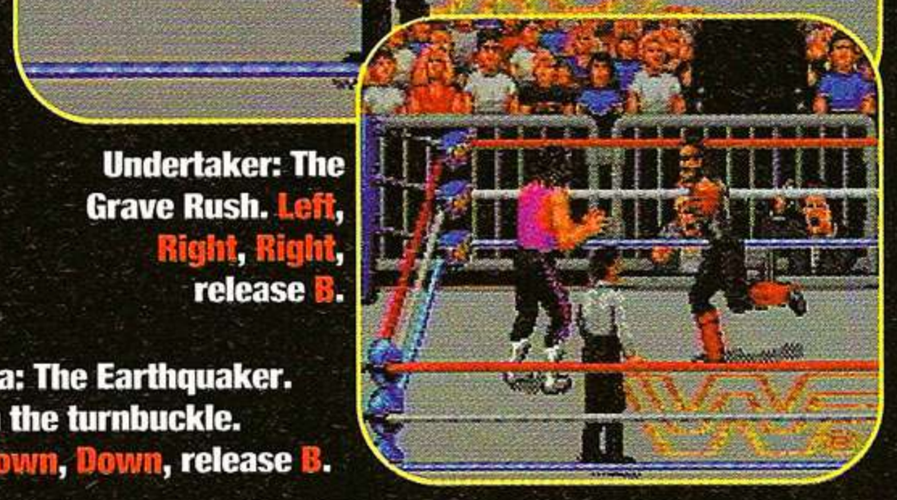


Luna Vachon: Windmill Drop. By the way, the SNES glitch that let her do the 1-2-3 Kid's move doesn't seem to work. Stand above a fallen opponent. Left, Down, Down, release A.



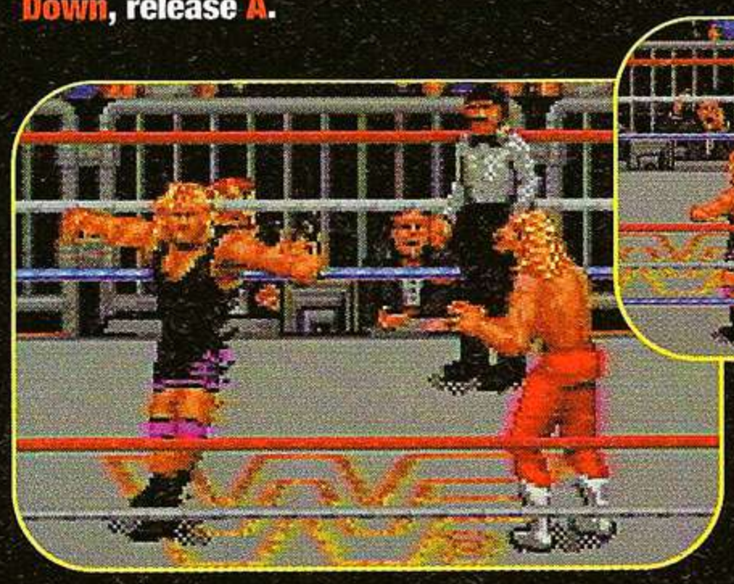


Razor Ramon: The Gutbuster. Stand below a fallen opponent. Left, Left, Right, release A.

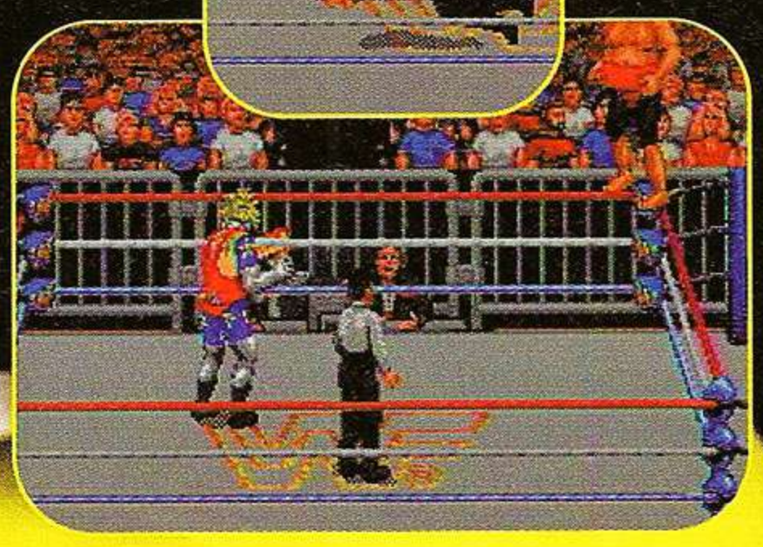


Undertaker: The Grave Rush. Left, Right, Right, release B.

Yokonuza: The Earthquaker. Stand on the turnbuckle. Down, Down, Down, release B.



Owen Hart: The Corkscrew. Unlike the SNES version, where Owen just stands there and spins, on the Genesis he finishes by flying off in a random direction. Up, Right, Down, release A.



KEEP IN TOUCH

Send your game questions or any top secret tips to Jeff at the usual address

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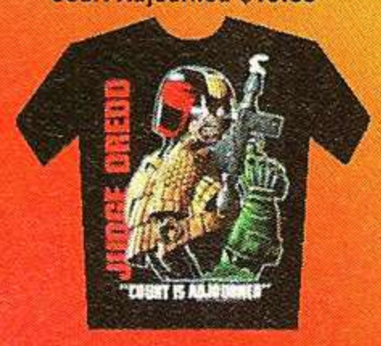


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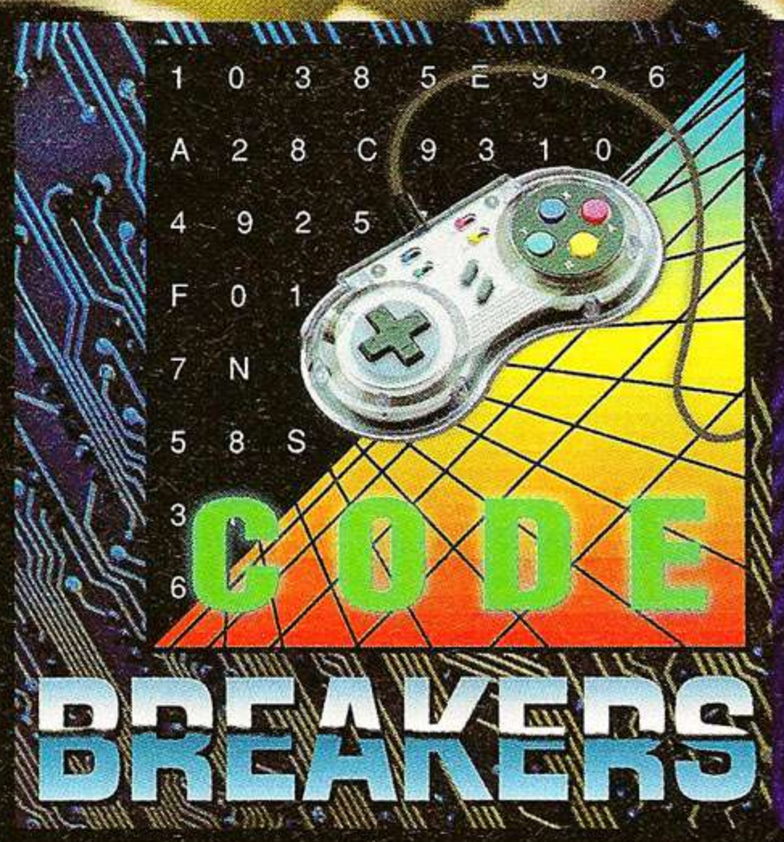
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The King has lost the love of his people. Mike Salmon is no longer The Man. There's a new sheriff in town and he's got an itchy trigger finger. All hail* Patrick Baggatta, *the new Code Master.



Let's just get something out of the way right here and now — this column is not a privilege, it is a punishment for being the new guy. This is not to say that I will not do everything within my power to present quality codes for all the best games, it's just that no one seems to realize how difficult a task we're talking about. (Bill — Well, that's not quite true. I realize how difficult it is, because I have to correct all of Patrick's mistakes! Remember how Mike used to have to give me 50 bucks every once in a while? Don't you think I oughta charge 75 bucks for all this? Hey Patrick, got yer wallet?) Let's make a deal right here and now, that way everyone will be happier in the long run. I'll do my best but please, no more *NBA Jam TE*, *Donkey Kong Country* or *Mortal Kombat II* codes. We have them all, thanks anyway. Oh yeah, of course I wouldn't dare touch the institution that is Code Monkey/Donkey of the month. Enjoy!

Patrick

CORPSE KILLER

Digital Pictures for 32X

GUT 'EM

Can't get enough of that bloody goodness? Get some more with the armor piercing bullets.

At the Datapod screen, begin switching between the Satlink Map and Datapod Info.





When APB Quest and Datura Quest icons appear, you're set. Bleed 'em.



Code Monkey Of The Month

Cheat Just a Little How would you like to play a little something called Crazy Ball? Of course you would. How about throwing some invisible walls into the mix? Sure, that would be even better. Well, the monkey has struck again! Here are some great codes for *FIFA '95*. They're a little tricky to put in right, so please pay attention. Oh, and by the way, congratulations to **Tony Borrico**, of **Bartlett, IL** for the Code Monkey honors.

FIFA SOCCER '95

EA for Genesis

At the Options Screen enter the following codes, one after another:

Shootout Mode.....ABACAB
Invisible Walls.....CCCBAAAB
Super Offense.....AAAAABC
Super Defense.....BBBBBCB
Crazy Ball.....CABCCBAC
Super Goalie.....AAAAABBBBB
Super Power.....BABBBBBBBB
Dream Team.....AABBCCAA





Then at the 'Control' menu before the game starts, press A.



If all the codes were entered correctly they will show up here on the cheat menu.

MOTOCROSS CHAMPIONSHIP

Sega for the 32X

GET DIRTY FASTER

Check out these level passwords for each and every track available. We thought we might throw in a super bike for each track at no extra charge.

Level One. . . . . gDAAAAAAAYM
Level Two. . . . . HXwwBEJA]5M
Level Three. . . . . CogxD]RA8ZN
Level Four. . . . . 1?Qy[MZA06N
Level Five. 0HBjGRjAgb0
Level Six. . . . . UX5j]UsAk80
Level Seven. . . . . #zJUJWyA]dP
Level Eight. . . . . eE6ELa7A]#P
Level Nine. . . . . vai[sdDB]fQ
Level Ten. . . . . CoSWuhMB8?Q
Level Eleven. . . . . 4D7Gv[QB8fR
Level Twelve. . . . . grz3vnVB8?R



Enter your password here and get your new bike dirty. Please get it dirty!

SONIC BLASTMAN 2

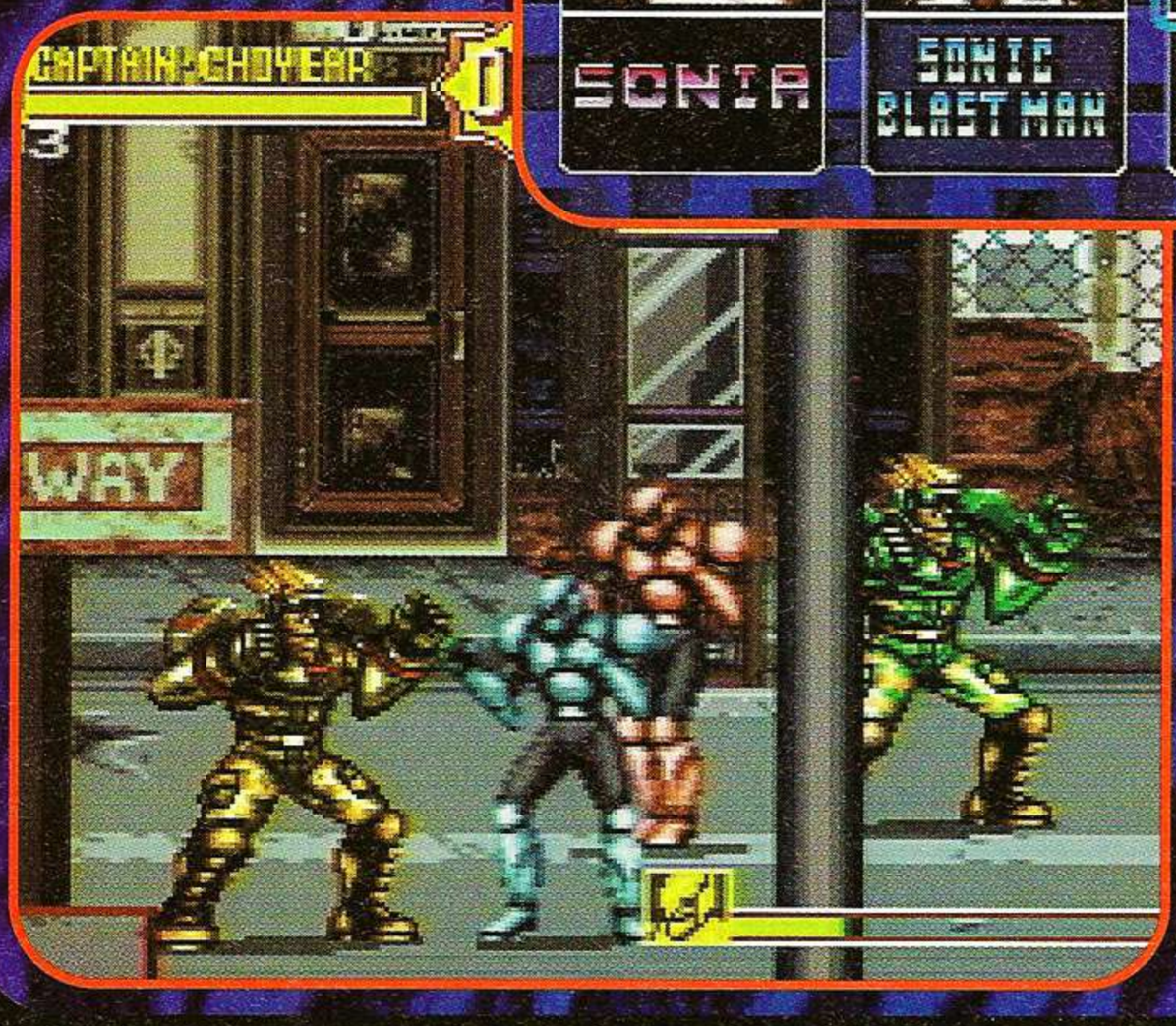
Taito for Super NES

DOUBLE TROUBLE

Got a favorite character? Does your friend have the same favorite character? Well, try this code for some hot same-character action.

On the player-select screen choose one player with controller one.





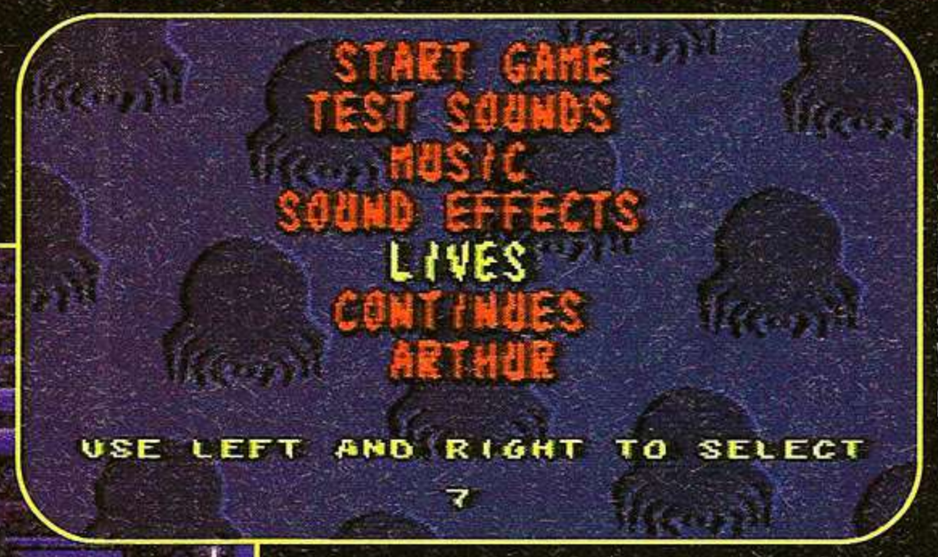
With controller two, hold down the L and the R buttons, which allows you to choose the same character as your friend.

THE TICK

Fox Interactive for Super NES

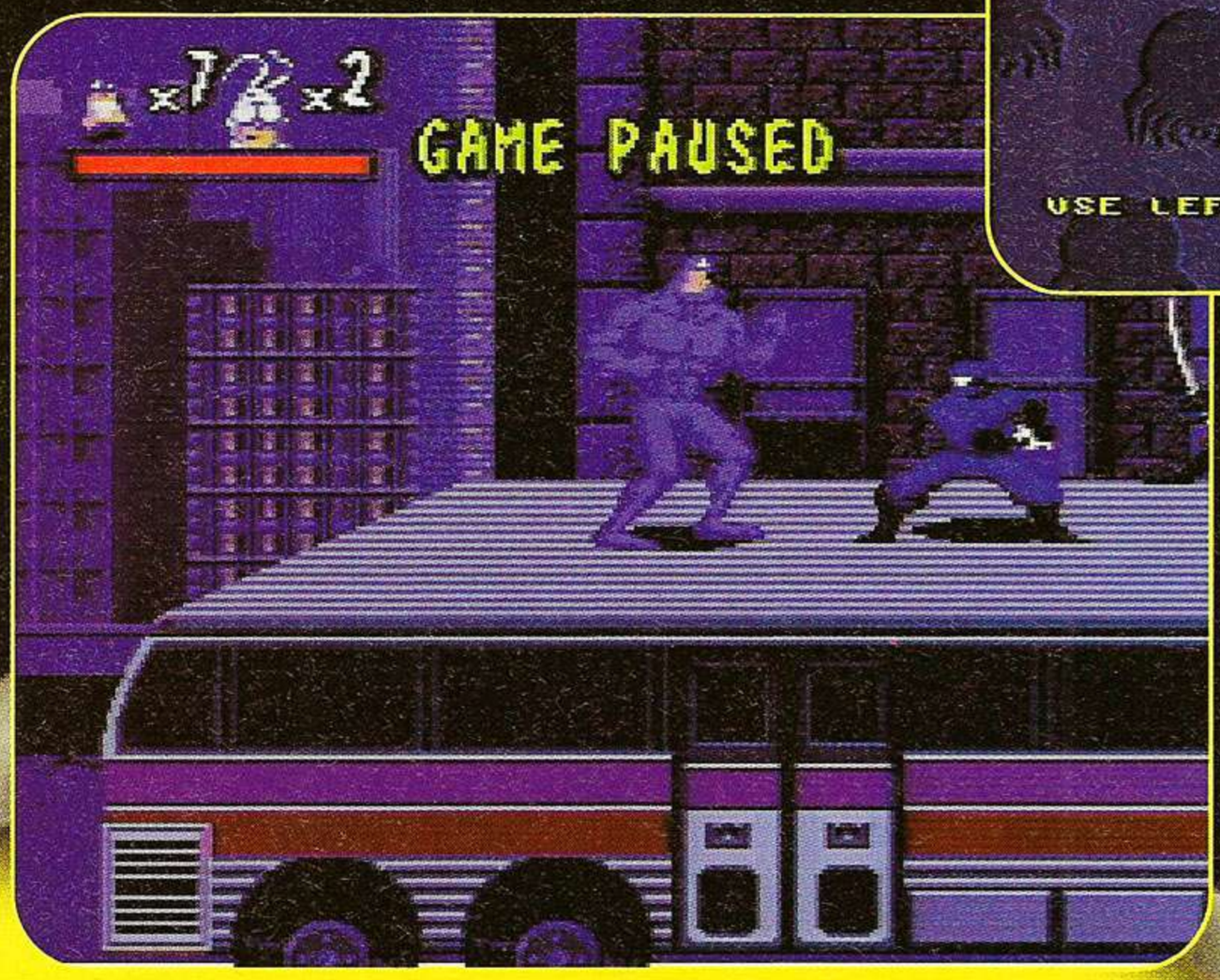
BLOODSUCKERS HEAVEN

Sure, we know, sometimes the earlier stages in a game just aren't enough, so be our guest.
Take that game and skip right to the best levels from the very start.



Trust me, set up your select screen with the following information: Lives to 7; Continues to 4; Arthurs to 2; and Test sound to Teleport. When everything is set, press Start.

When game has started, press Start to pause.





Finally, press Select while the game is paused and there is your stage select.

SLAM CITY WITH SCOTTIE PIPPEN

Digital Pictures for Sega CD 32X

SLAM IT HOME, BABY

Have a ball! Really, go ahead and have a **BALL**. Come on, think about it! **B**, **A**, **Left**, **Left**. Super slam every time against Fingers! C'mon, it's all the rage — everybody's doing it!



Just before Fingers passes you the ball, press **B**, **A**, **Left**, **Left**.



This allows you to Super Slam without hitting the sweet spot. Enjoy!

MADDEN '95

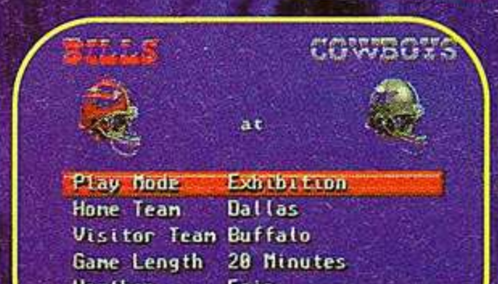
EA for Genesis

SPEEDBALL

Not that we're promoting illegal gambling, but one minute games, come on — it just feels right.



At the Game Set Up screen push **A**, **C**, **C**, **B**, **B**.



When done correctly you will see the day and time the game was made appear.



Check the game length options for the one minute option. This will also give you a hurried coin toss. All of the fun, none of the nonsense.

CLAYFIGHTER II

Interplay for Super NES

EVIL TWIN FIGHTING

No one likes to fight with a nice guy when there is an evil twin just waiting to come out. Check out these codes that will take you stright to the dark-side of all the clayfighters.

At the game select screen enter the following list of codes for each character's evil twin.





Butch isn't just a mean name anymore!



First comes the lightning, then comes the THUNDER!

Butch. . . . . .Hold **L** and press **X**, **R**, **A**, **X**, **R**, **R**
Peelgood. . .Hold **Down** and press **B**, **Y**, **Y**, **A**, **Y**
Slyck. . . . . .Hold **Y** and press **L**, **L**, **Up**, **L**, **Left**, **R**
Ice. . . . . .Hold **B** and press **Up**, **L**, **L**, **L**, **Right**
Spike. . . . . .Hold **R** and press **X**, **B**, **B**, **A**, **Y**, **Left**, **A**
Sarge. . . . . Hold **X** and press **L**, **L**, **Up**, **Down**, **Left**, **Down**
Thunder. . . Hold **Up** and **Left** and press **Y**, **B**, **X**, **B**, **B**, **X**, **A**

ROAD RASH III

EA for Genesis

BAD MOTOR SCOOTER

Speed demon, are you? Okay then, go ahead, pick the fastest bike you think you can handle. They're all here, so go ahead. Pick the fastest one, I dare you.

The Passwords are as follows:

Corsair 400. . . . . **AK01 12HK**
Kamakazi 250. . . . **MK00 15H2**
Banzai 450. . . . . **CG01 17HL**
Ratzo 500. . . . . **EG00 18HN**
Stilletto 600. . . . . **AG01 1AH0**
Perro 250. . . . . **GC00 1DHS**
Kamakazi 750. . . . **2I01 1FHL**
Diablo 750. . . . . **0I00 1GHB**
DMG 1000. . . . . **AG01 1IH0**
Corsair 600N. **M221 1LH0**
Kamakazi 750N. . . **EQ01 1NHH**
Bnzai 750 1100. . . **QC00 1OHF**
Stilletto 900 N. . . . **0220 1RHI**
Diablo 1000N. **CG00 1THC**

At the password screen enter the following codes to get yourself on any bike you'd like.





Hot shot, huh? Hope you can handle it.

WWF RAW

LJN for Super NES

HOW'D YOU LOSE THAT PESKY EXTRA WEIGHT?

Don't let the game dictate the wrestler's vitals. Go ahead, make them as light, fast or as powerful as can be. Just remember your physics, strength can't be built without first taking something from weight or vice-versa.



When selecting your wrestler, enter the following codes for access to the wrestler's vitals.

Remember, each character has a different code. The codes are as follows:

123 Kid. . . . . **Left, Up, Start, A**
Diesel. . . . . **Down, Y, A, Start**
Luna Vachon. . . . . **A, Up, Right**
Brett Hart. . . . . **Down, Start, Left**
Udertaker. . . . . **Right, Y, Start**
Yokozuna. . . . . **Up, Y, A**
Razor Ramon. . . . . **Y, A, Left**
Doink. . . . . **A, Y, Left, Start**
Shawn Michaels. . . **Left, Down, A, Y**

Have at it. Give yourself the stamina of a bunny rabbit, or the speed of a career typist.



NBA LIVE '95

EA for Genesis

HUH?

This one is just plain strange, but in case you get bored of the hot basketball action in *NBA Live '95*, perhaps you might like to take a break for some driving, and I don't mean auto driving.



Press Start at the Exhibition Screen.



After choosing the teams, go to Player Setup. Then press Up.



When Player 1 changes to 'Start New' press Start.



Enter the password REFLOG for some hot golfing action.

GAME GENIE

NBA JAM TE

Acclaim for Super NES

Player two has twice as much turbo. **0D8A-1FA5**
Player two turbo recharges quicker. **DF88-1BBB**
Player one has power block. . . . **DFEA-1FDC**
Player one has powered-up 3-pointers. . . . . **D4EA-1FDC** -
Player two has super dunks. . . . **FDE1-C46C**
Player two has powered-up goal tending. **0DE1-C46C**

THE TICK

Fox Interactive for Super NES

Almost Infinite Lives. **DDC7-1F6F**
The Tick has a super-strong kick. **FE60-1352**

NBA JAM TE

Acclaim for Genesis

Master Code — Must be entered. **REDT-A602**
Player one knocks opposite opponent down. . . . . **PFYC-PEVJ**
Player one has high shots. . . . . **PFYC-PEXY**
Player two has infinite turbo. . . **PKXW-PEON**
Player two has powered-up offense. **PKXW-PE06**
Player three is faster. . . . . **PPYC-PEWA**
Player four has powered-up blocks. . . . . **PVYC-PETY**
Player four knocks both opponents down by pushing one. . . . . **PVYC-PEVE**

CAPTAIN AMERICA AND THE AVENGERS

Data East for the Game Boy

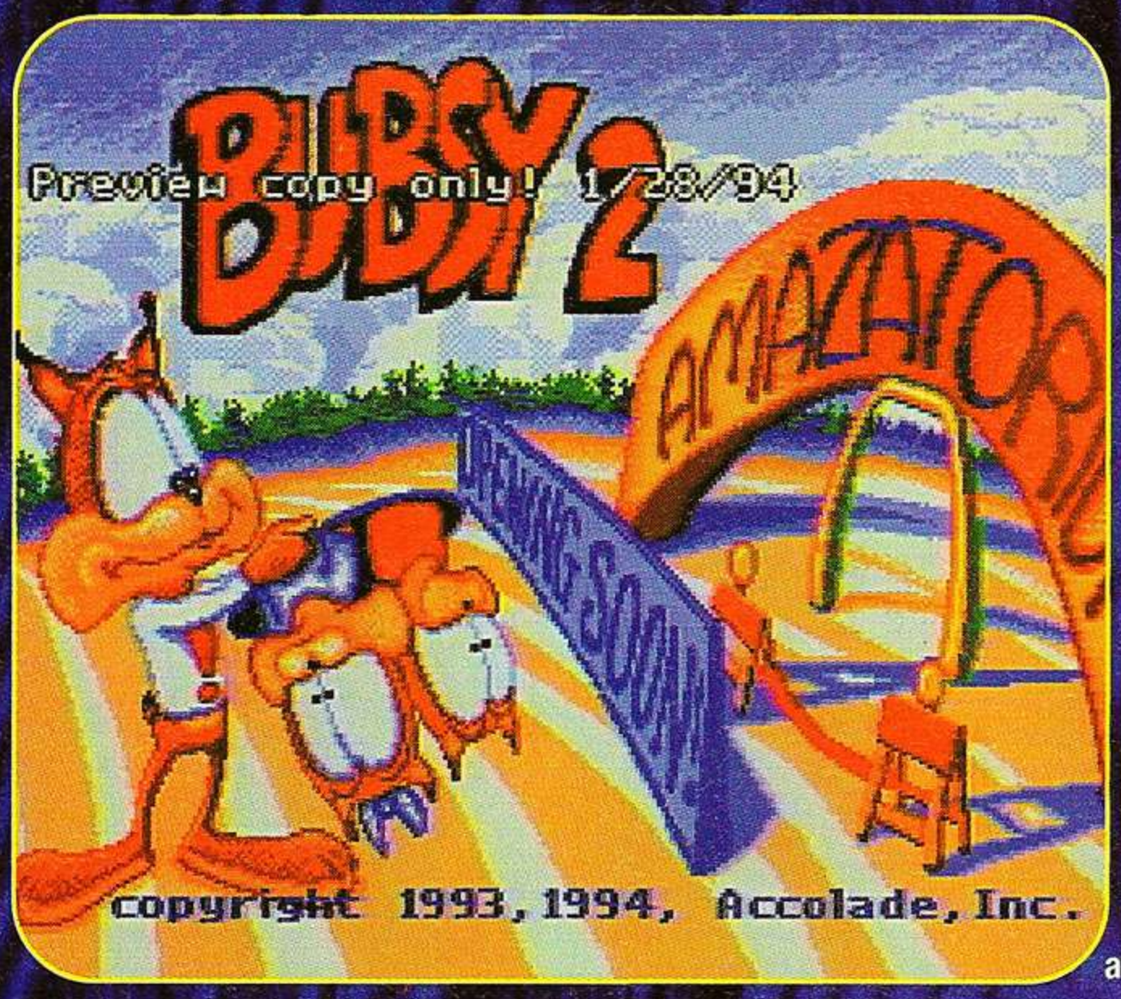
Start with 255 energy. **FFA-29F-7FB**
Enemy bullets do more damage. **197-748-D5A**
Start on stage 2—1. . . . . **3E3-A8F-912+063-A9F-E6A+E03-AAF-2A9**
Start on stage 5—1. . . . . **3E3-A8F-912+173-A9F-E6A+E03-AAF-2A9**

BUBSY II

Accolade for Super NES & Genesis

DID SOMEONE ASK FOR BOBCAT FUN?

It's all here: Invulnerability; 50 Lives; Smart Bombs. We don't even care what system you're playing — Genesis, Super NES — it's all the same to us. Genesis Version: At the title screen enter the following codes.





How many lives did you say you wanted? **B, Up, B, B, A** gets you 50 of 'em.



Diving suits anyone? Press **B, Left, Up, B** and get 99 suits.

Here, have some more codes. Jump Frenzy - **B, A, B, C**; 90 Portable Holes - **Right, Up, B, B**; 99 Smart bombs **C, C, C, Up, Down, C**; All Levels Complete - **Up, A, A, A, Down**; 99 Nerf Ballzooka Shots - **B, A, Left, Left**

Invulnerability - **C, A, B, C, Up, Down**

What's that? You don't need no stinking Genesis to enjoy the *Bubsy II* codes. Well, you're right, but use these Super NES codes instead.
Jump Frenzy - B, A, B, Y; 50 Lives - B, Up, B, Select; 99 Nerf Ballzooka Shots - B, A, Left, Left; 99 Smart bombs - X, X, Up, Down, X; 99 Diving suits - B, Left, Up, B; 99 Portable Holes - Right, Up, Select, Select; Invulnerability - X, A, B, Y, Up, Down; and the mighty All levels complete - Up, A, A, A, Down

GIVE US A HAND

You've gotta be a real game addict to discover those secret codes — that's why we're so smart. We want every game code we can get, and we can't do it all on our own. We're giving away a T—shirt for the best reader tips and you get your name in print, too. So if you've discovered a cheat, get it down on paper and get it in the mail to us at: Codebreakers; *Game Players;* 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010 or call the Codeline at (415) 330—5348.



CODE DONKEY OF THE MONTH

Oh man, this one takes the cake. From a certain not-so-bright lady in **San Marcos, CA** comes a code for *Tecmo Super Bowl*. I won't bother to mention the system because if this thing works I don't even want to see it. Our Donkey writes 'I got some codes for secret players for *Tecmo Superbowl*. Enter **L,O,R,E,N,B** to be Lorena Bobbit.' She went on to explain that Lorena wins easily after she 'Bobbitizes' the other players. OK, that's enough thinking about it. Please put it out of your mind now. There was also some rubbish about O.J. in her list of codes but trust me, I've spared you the pain. Everyone should aim a big-ass derisive laugh in the direction of San Marcos — she certainly earned it!

YOUR GOLDEN OPPORTUNITY

We wanted to reward you guys for your killer codes so we spoke to the guys at ASCiiWARE to persuade them to give away one of their cool controllers to our Code Monkey of the Month. This month's main monkey is **Tony Borrico**, from **Bartlett, Illinois**, who scores a controller for his *FIFA '95* codes.

If you wanna be a contender for Code Monkey of the Month, remember to include the system you own and the controller you want to win (from those shown alongside) along with your codes. Sorry, bananas not included!



Now there's no reason for you not to send in your codes! The ASCiiPad is the ultimate in controller action!



What a cool controller! The Fighter Stick takes the pain out of getting through those games!

BACK ISSUES



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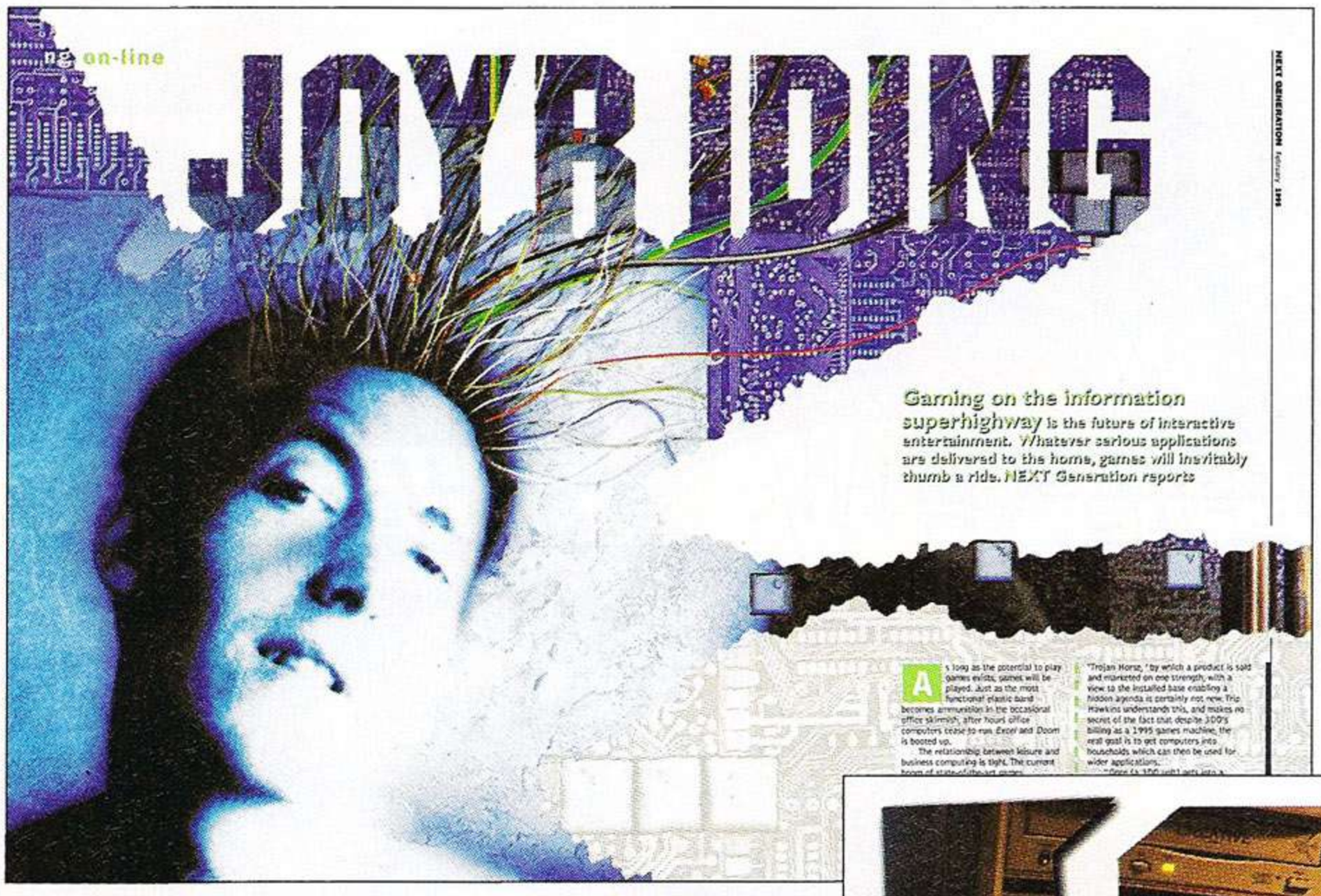


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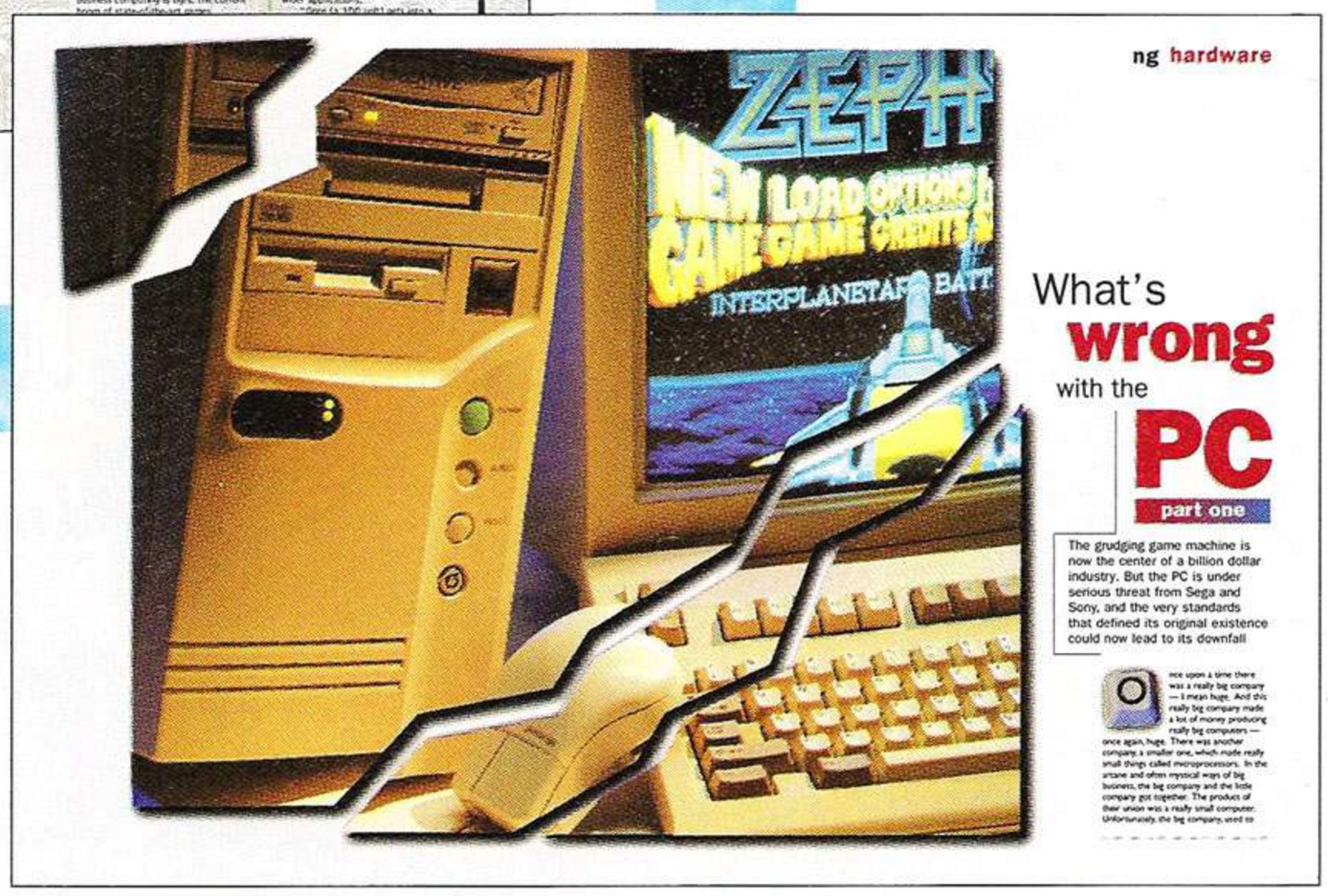
Hey gang, don't miss out on any of the hot codes, sizzling strategies, and incredible insanity that's available in back issues of *GAME PLAYERS*. Send $5.95 per issue (check or money order, U.S. funds only) to *GAME PLAYERS* BACK ISSUES, 1350 Old Bayshore Highway, Suite 210, Burlingame, CA 94010. Don't be known as the only dweeb on your block. Send your order in NOW! Remember to specify which back issues you want. Don't delay — do it today!

In 1995 games will



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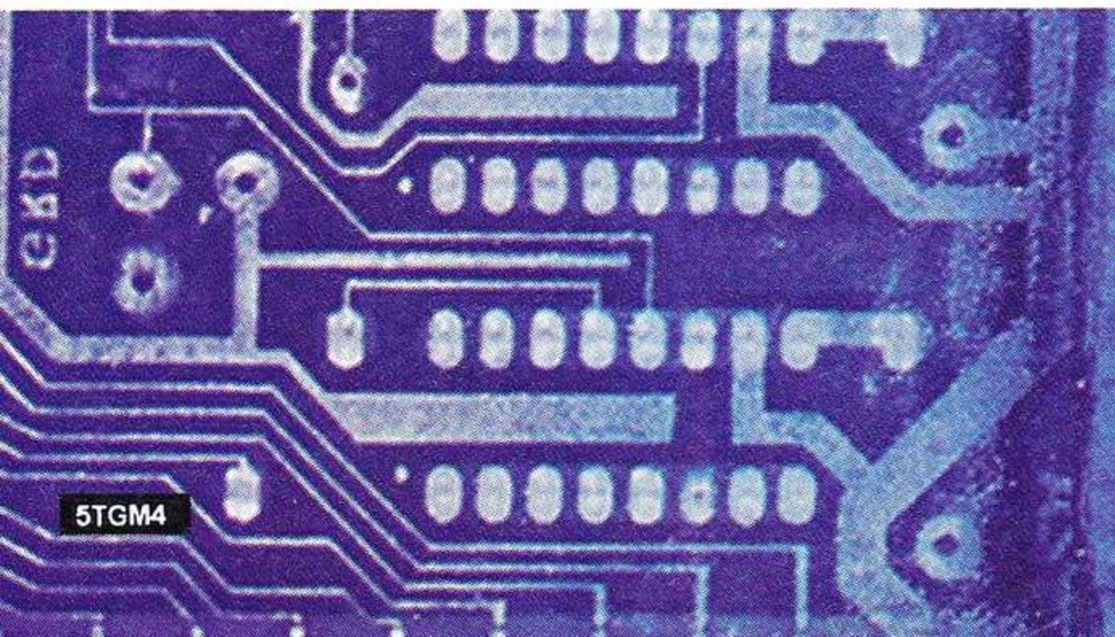
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ng hardware

NEXT GENERATION February 1995

Sega

Saturn

In January 1993, Sega announced the development of a 32bit console that would take videogames from the fading age of 16bit into a bright new era. For a while, the future belonged to Sega.

But it didn't stay that simple for long. Last month the Saturn arrived in Japan after a grueling journey from conception to hard plastic. So what has Sega achieved? NEXT Generation investigates...

Tech Specs

CPU
2 x SH-2 32bit CPU @ 28MHz
Memory
- VRAM: 12Mbits
- Main RAM: 16Mbits
- Sound RAM: 512K
- Buffer RAM: 512K
- Boot ROM: 512K
- Battery RAM: 32K

Graphics
- Resolution: 352 x 224 or 640 x 224
- Colors: 24bit palette 32,000 onscreen
- Sprites/polygons: VDP1 chip, dual frame buffer
- Backgrounds: VDP2 chip; 5 planes, 2 rotation planes

Sound
- 16bit 68EC000 processor @ 11.3MHz
- Yamaha FH1 processor
- FM, PCM, 44.1KHz sampling frequency, 32 voices
- DSP 128 steps/44KHz

Data storage
- Double-speed CD-ROM drive
- Cartridge slot

It wasn't supposed to happen. The possibility that its next-gen hardware would face serious competition simply hadn't figured in Sega's calculations. So when news broke in November 1993 that Sony was developing a videogame system capable of revolutionary performance, all hell broke loose. Those who had seen the machine working claimed that it was far more powerful than anything Sega had planned. Most threatening was the disclosure that it was to be released in late 1994 – the same time as the Saturn. To Sega's dismay, a powerful new rival had practically arisen overnight.

Sega's president, the feared Hayao Nakayama, was among the first to be informed. His reaction was typical. He immediately marched down to his consumer research and development

Save over 50%



ng hardware

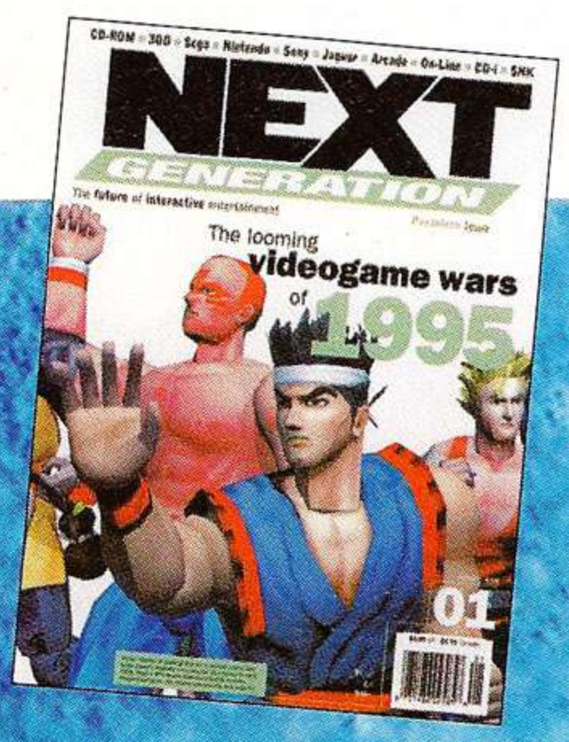
PlayStation

The wait is over. The PlayStation has been launched in Japan and Sony has joined the elite club of console manufacturers. But what does Sony know about videogames? How can it possibly compete with the likes of Nintendo? NEXT Generation weighs its chances of success

Sony's bid for **power**

It's early December in Tokyo. The holiday buying season has started in earnest and The Land Of The Rising Sun is in the grip of its annual frenzy of consumerism. Swarms of fashion-conscious, young Japanese pour in and out of expensive department stores, subway trains groan under the weight of weary shoppers, and the world's electronic goods Mecca, Akihabara, pulsates under a skyline of shimmering neon. In the midst of this buying mania, Sony rolls out its single

magazines already have









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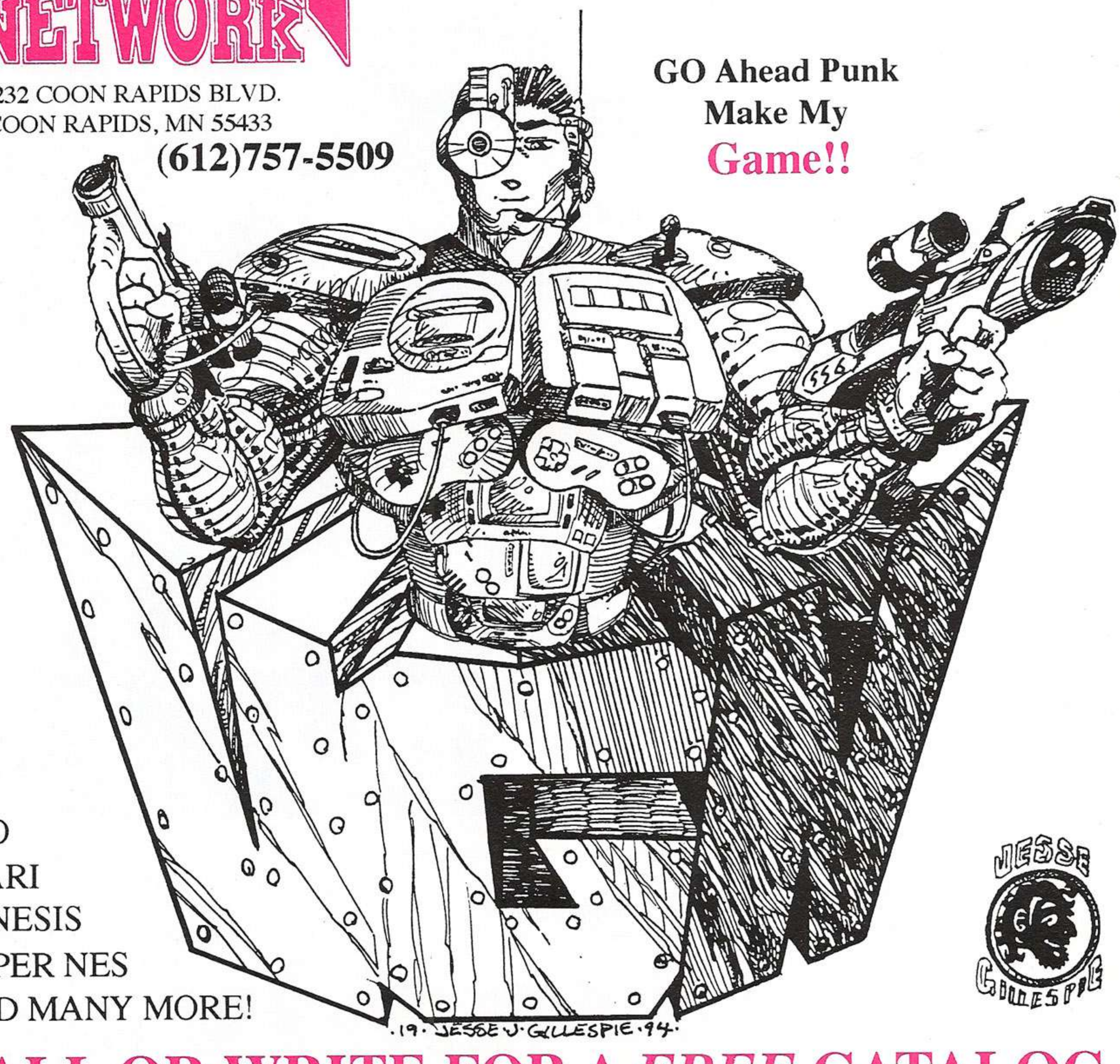
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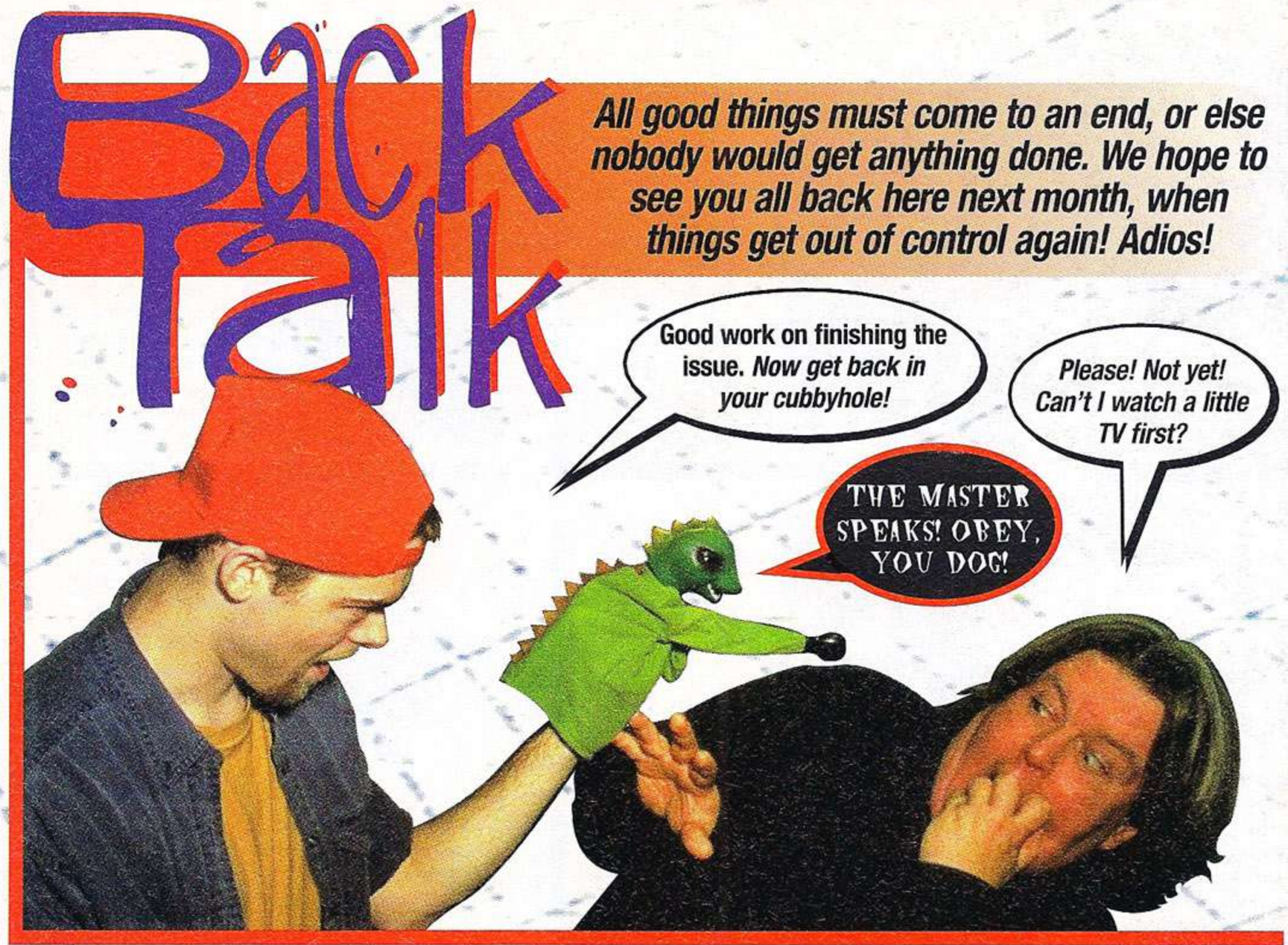
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Back Talk

All good things must come to an end, or else nobody would get anything done. We hope to see you all back here next month, when things get out of control again! Adios!



LOST AT E³!!!

I thought we'd done everything right. Drove the entire staff to the airport. Got 'em there on time for the flight. Stood there waving like an idiot as the plane took off. Stopped at the airport bar for several drinks. Got back in time to take a much-needed break. Well, that was a while ago, and I still haven't heard back from the team. It's like they've disappeared into the Bermuda Triangle. But I guess as long as I don't get any calls from the L.A.P.D. Swat team, then things must be still under some sort of control. When the guys gets back, they're gonna bring all kinds of next-gen gaming goodies for you to check out. If they don't get back... the next issue is gonna be written by our inflatible Auto-Editor. See Ya!

AHOY, MATEY!!!...

Here are the winners of the seaQuest DSV contest that ran in our February issue. Congratulations to you all!

GRAND PRIZE WINNER

Patrick Ory
El Segundo, CA

5 FIRST PRIZE WINNERS

Diana Mahan
Tempe, AZ

Stephen Baggerman
Binghamton, NY

Brian Romberg
Mesa, AZ

Marc Morisseau
Warwick, RI

Emma Summers
Lompoc, CA

5 SECOND PRIZE WINNERS

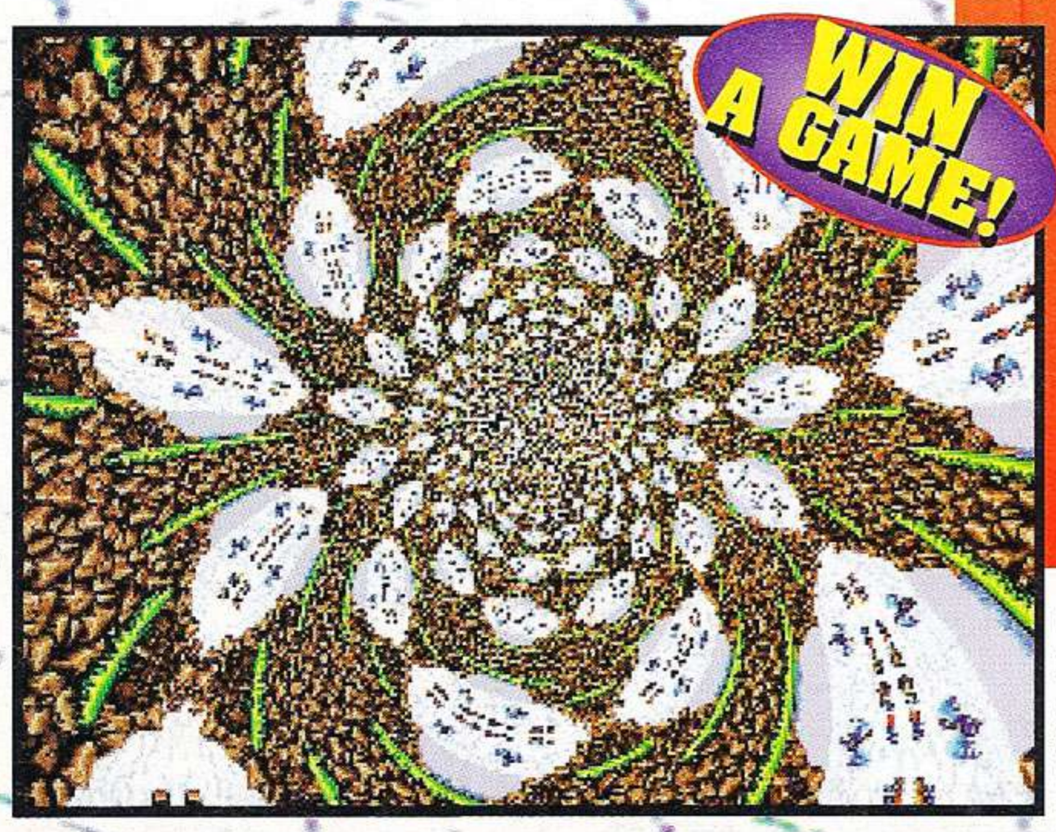
Michele Raralio
Kauai, HI

Sean Revels
Pensacola, FL

Matt Cottrell
Forest City, NC

Sharon Harrison
Okanogan, WA

Marsha Norman
North Caldwell, NJ



What the hell is this? Oh man, this thing is all messed up! Somebody call a doctor! Here's the July Scrambled Mess. Can you find this screen somewhere in the magazine? Write the name of the game on the back of a postcard and mail your entry to:

July's Scrambled Mess, *Game Players*; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010.
The first entry we pick out of the box on the day we lay out this page, wins the Mystery Prize. Remember to include the system you own. All the usual rules apply. The winner of our March's Scrambled Mess Contest was Joshua Delone, of Wichita, KS. He correctly identified the scrambled picture as a screen shot from *Jurassic Park II*. Your Mystery Prize is on the way, Joshua, but the Post Office is almost as slow as an Apatosaur, so be patient!

JULY 1995

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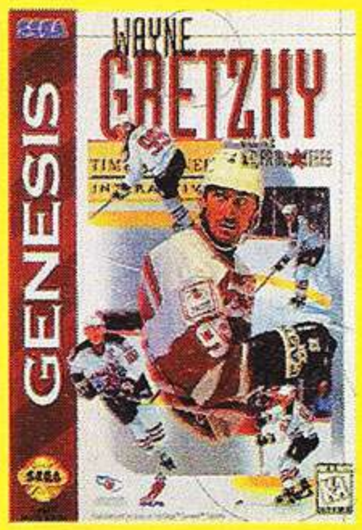
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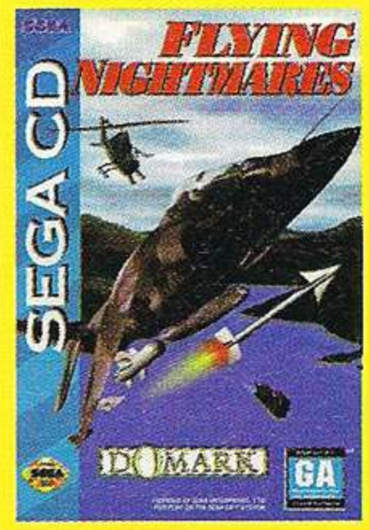
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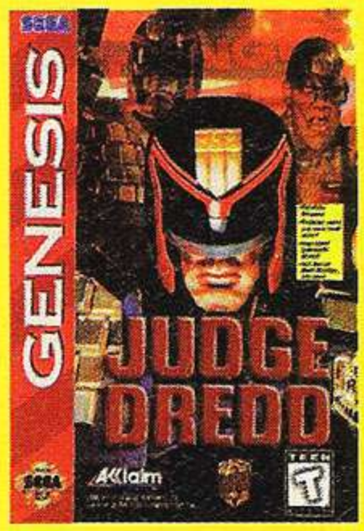
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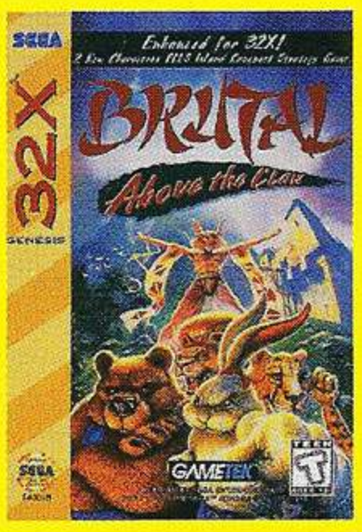
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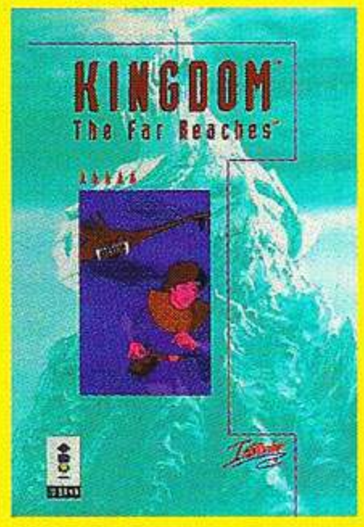
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